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STREET FIGHTER II

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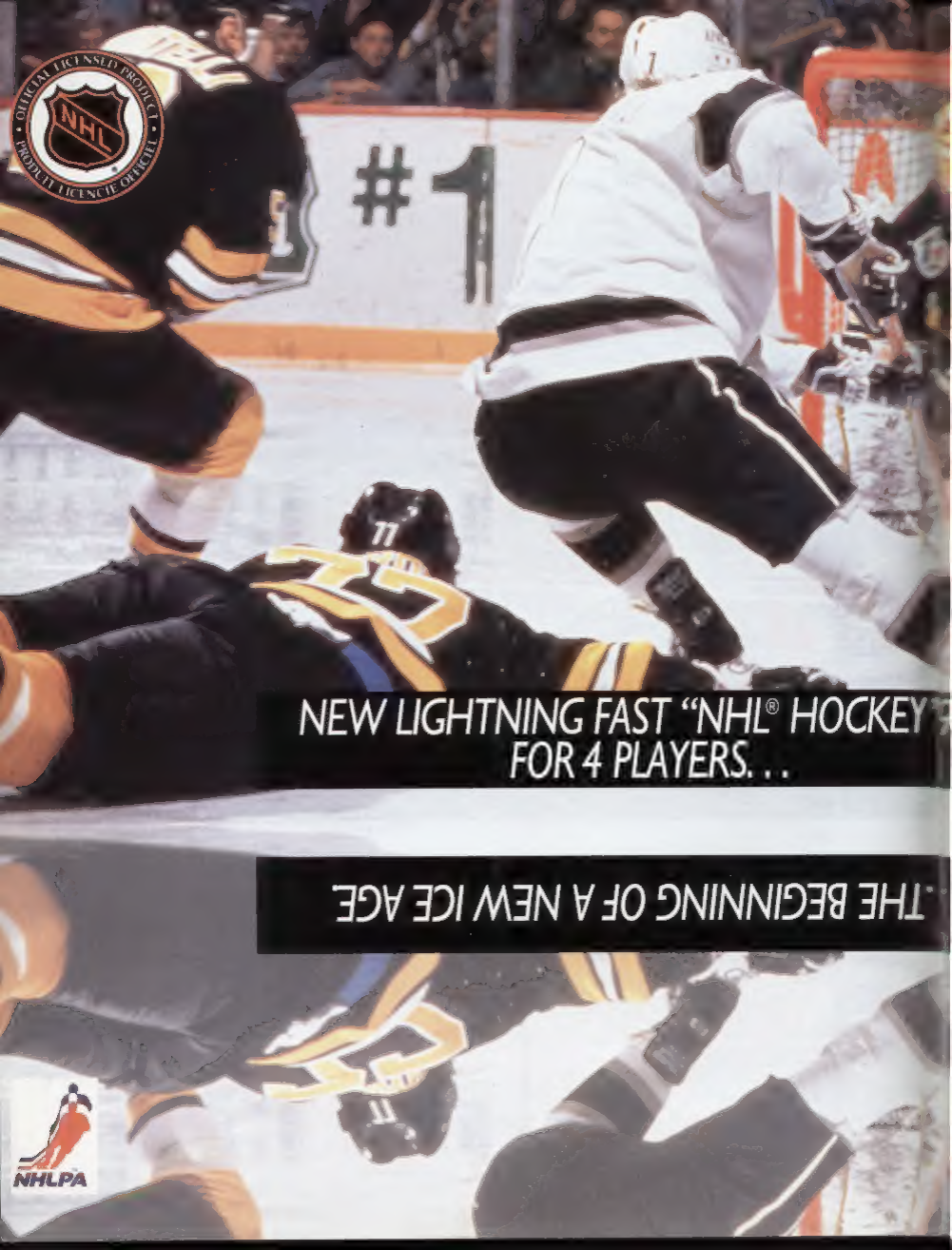
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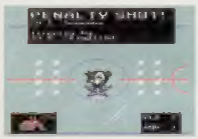

goalies. There are new customised rinks each with their own characteristics, listen to the roar of Shark's fans who stomp or throw their hats after every hat-trick. While crazy catcalls, and 70 pieces of adrenaline pumping organ music all add to the atmosphere and excitement.

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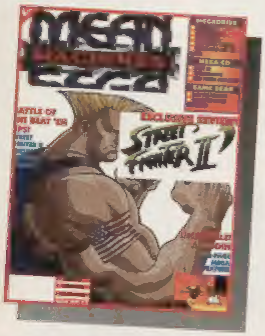
COVER STORY

STREET FIGHTER II: CHAMPION EDITION



We are proud to present the biggest Megadrive game of the year and certainly the hottest exclusive review ever. Yes folks, we have Street Fighter II: Special Champion Edition brought to you in all its technicolour glory in a special 20-page Street Fighter II commemorative book, free with this issue revealing all you could ever want to know about the game — and then some. And between these hallowed pages we've put it up against its so called closest contender — Mortal Kombat — to see who comes out tops. Turn to PAGE 22 for the carnage...

CON

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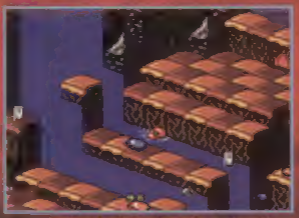
SNAKE RATTLE AND ROLL 46



▲ *Bizarre disembodied snake antics on Page 46.*

EXCLUSIVE!

COSMIC SPACEHEAD 82

A thoroughly bizarre arcade adventure brought to you by the makers of Micro Machines — check out our EXCLUSIVE review!

EXCLUSIVE!

SPIDER-MAN AND THE X-MEN: ARCADE'S REVENGE 88

The first review of this intriguing conversion of the Super NES game based on the webby wonder of super-hero land. We let you in on the action.

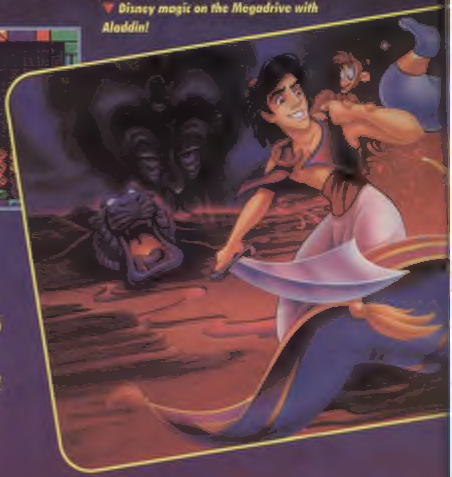
EXCLUSIVE!

GAUNTLET IV 50

Check out this truly breath-taking and enormous maze game based on the arcade all-time classic — utterly amazing stuff and the best use of the Sega Tap so far!

▲ *Puzzle-mania with Puyo Puyo!*

▼ *Disney magic on the Megadrive with Aladdin!*



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Fab shooting action with Thunderhawk — P42.

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One of the greatest games on the Megadrive goes 8-bit — how does it stand up against it's big brother? Find out in our EXCLUSIVE review.

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MICRO MACHINES 94
It was completely brilliant on the Megadrive but now (gasp) it seem to have got even better on the baby screen. Find out how we reached this astonishing conclusion in our EXCLUSIVE review.
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Another MEAN MACHINES EXCLUSIVE! We chat to the guys behind Virgin's stonking new Megadrive experience and share with you the smartness of this shoot 'em/ beat 'em up/ platform/ puzzle game!

MORTAL KOMBAT VS STREET FIGHTER II: CHAMPION EDITION 22
Which is the biggest of the beat 'em ups? The MEAN MACHINES crew put these two Megadrive sensations to the test in a whopping six-page dissection affair to end the raving controversy as to who's tops once and for all.

ALADDIN
We explore the wild and wonderful world of this classic Disney character and delve deep into the Megadrive experience coming to you soon from Sega.

REGULARS

EDITORIAL 6
He's hunky and handsome and utterly brilliant. Unfortunately Tom Cruise couldn't make it so you're stuck with Rich and his words of er-hum... wisdom!!

NEWS 10
Utterly exclusive news of Sega's new coin-ops fresh from our man in Japan PLUS a full run down of a stack of new releases brought to you live from the recent European Computer Trade Show!

MEAN YOB 28
Yob has turned over a new leaf, has taken up knitting and being nice to people. Okay, we lied. He's as foul as ever and here to give you HELL!

Q+A 32
Jazz gets his razor-sharp brain and pencil around your sometimes pertinent but often imbecilic questions on anything that takes your fancy.

TIPS 34
Paul's flowing locks grows shorter as he tears it out trying to make sure all your weird and wonderful tips are in full working order.

MEGAMART 92
Bargains galore! Rubbish galore! And there's plenty more besides in the Sega equivalent to a jumble sale at the local community centre.

REGIONAL SPOTLIGHT 98
If it's in here and it's near you it's the best you're going to get because here we have the creme de la creme of console shops.

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And we proceed yet again to the most useless section of the mag where we promise to reveal all and tell absolutely nothing because we wouldn't want to spoil the surprise.

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SPECIAL THANKS TO: Gary Harrod for continuing the fine rubber glove traditions initiated by master vet, James Herriot. Also our never-ending thanks go to Martin Whatisface at the Video Game Centre in Bournemouth for being the only living person to extract a copy of the excellent Puyo Puyo from Japan. Contact him on 0202 527 314. In addition, we'd like to praise the ever inquiring mind of George at ICE Distribution (0302 340 079) who bestowed the copy of Keio's Flying Squadron upon us.

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EMAP IMAGES staff and their families, friends and pets are ineligible for any competitions that MEAN MACHINES SEGA runs. However, if a large suitcase full of cash arrives addressed to us, with your name and address inside, we might let you win a competition — providing that the prize is a large, empty suitcase.

FINAL ROUND! FIGHT!
Rich here, just visiting the MEAN MACHINES offices between bouts of violent illness. Bad one eh? Still, two weeks of holiday awaits me as soon as I finish this final bit. Huzzah. Right well, that's it. I'm off. See you later, unless I die or something.

MEAN MACHINES: SPECIAL CHAMPION EDITION

RICH Welcome to a very special edition of the top-selling Sega magazine. This month, we exclusively reveal the Megadrive version of Street Fighter II: Special Champion Edition — a game which we reckon is one of the greatest Megadrive games ever released.

What's more, we're prepared to put our money where our mouth is! We've spent a five-figure sum putting together and printing a special 20 page Street Fighter II celebration edition, with all the information about Street Fighter you'll ever need. Every special move revealed, every single option of the game gratuitously exposed, all the characters' stats brought to light and 24 devastating combination attacks revealed. It's entirely free with this month's MEAN MACHINES.

It's the ultimate guide to the best beat 'em up ever devised, put together by the masters of Street Fighter II. To our knowledge, we're the only Sega mag to actually own the coin-op SFII (we've had original, Champion Edition and now own the Turbo PCB) — and our two years of intense SFII play make us the best people to tell you all about the Megadrive game.

MEAN MACHINES SEGA: the definitive Street Fighter II review, written and designed by the best players. We hope you enjoy it.

THE THRONE ROOM

Hold your noses, this is the MEAN MACHINES SEGA office bog. No ordinary powder room this mind, for this also functions as our hall of shame. Anybody who we find irritating or just plain stupid-looking is sure to find their mug-shot decorating these foul, rancid walls sooner or later. Everyone from Charles Manson to Radion Automatic gazes down or up at you (depending on viewpoint) If you think you're dire enough to earn yourself the honour of pride of place in our loveable latrines (as well as the mag in an all new section), send your snapshot to FOUL AND FESTERING HALL OF SHAME at the usual address.

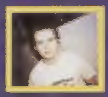
IORIAL

They may look like they have cast-iron nerves but every last one of the MEAN MACHINES SEGA staff is a spineless, big-chicken yellow-belly, and here's the proof!

JULIAN 'LITTLE PRICK' RIGNALL

Juz's amazing ability to throw any meeting into complete disarray with a careless comment traces back to his childhood. At the age of 13, the young Rignall and a 'mate' pondered a sprawling wasp's nest and its bad-tempered occupants. Just for a laugh the junior Juz lobbed a brick into the nest only to find both he and his chum engulfed in a cloud of black and yellow terror on wings! Did they run? Of course they did!

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION



RICHARD 'PHASED' LEADBETTER

Rich is virtually unshockable. Extended exposure to the colourful and inventive vocabulary of the infamous Gary Harrod has taken its toll on his senses over the years. Yet the shrill cry of a Star Trek Phaser at one in the morning almost caused poor Rich to have an unfortunate accident in his bed. Of course our beloved Ed soon regained his composure and has since reduced the whole terrifying affair to being simply "quite sinister".

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION

LUCY 'FOOT-BAWL' HICKMAN

The office hard-headed woman knows how to handle creeps but freaks uncontrollably when it comes to spiders. Long ago, during a school assembly, Lucy spied a lad who had insisted in bringing his pet Tarantula along, which he duly kept in a cage — or so he thought! In truth the curious, furious arachnid made good its escape. At about the same time that this awful realisation dawned on its clumsy owner's mind Lucy happened to glance down at her feet and there was Mr Spider! It's little wonder the girl was volunteered for the school athletics that year.

CURRENT FAVE GAMES:PUYO PUYO

OZ 'COCKROACH' BROWNE

Before coming to grind his boogalou backside to the bone here at MEAN MACHINES Oz followed a more culinary vocation at a respectable Burger Bar. Everything was fine until he went to skive and make a snowman in the freezer. There he discovered an arctic cockroach — the fiercest insect-type pest alive! It would have eaten him too had Oz not slammed the door and rushed out of the bar, never to be construct a double-cheese-triple-sausage-dog-burger-hold-the-leash ever again in his life!

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION

ANDY 'ILL-MET' MCVITTIE

Being tall ensued that Andy could maintain some kind of self-respect at school but even he admits to being particularly spooked by one strange kid two years above him. Whilst scuttling home one evening, Andrew and his mate were discussing the origins and possible habits of this strange lad who's father, they had decided, was none other than Boris Karloff. In turning a corner who should Andy bump into but Frankenstein's half-cousin, twice-removed himself who boomed "we meet again kid!". Dingh!

CURRENT FAVE GAMES:PUYO PUYO, ROCKET KNIGHT ADVENTURES

ANGUS 'HERB CRAWLER' SWAN

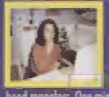
Angus has many a tale to tell about cavorting through fallen poppies back gardens in the middle of the night. However, on this occasion, a mere signal of the swan we know and like a bit went rooting for apples with a few of his freins. Under the cover of darkness the wee mischief makers were at once exposed when a disturbed neighbour hastened to switch on the kitchen light. The pale moons that were Gus and his partners in crime's shocked faces soon vanished as the guilty party fled into the night!

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION

PAUL 'IN YOUR FACE' DAVIES

Inspired by Saturday morning, children's television Paul's early years were full of exploration and wonder until one foul encounter ruined all his fanciful perceptions of life forever. At the tender age of six Paul discovered a pile of golden treasure, shimmering behind a pirate's shipwreck. Leaning over to get a closer look Paul heard a faint buzzing that immediately became a deafening thrumming in his ears. Hundreds of blue-bottle flies flew up into the screaming kid's face from the steaming pile of whoopsy that had been deposited behind a neighbour's garage (the ship wreck). Now Paul's thoughts never waver from the factual and he always makes lots of sense to everyone all the time.

CURRENT FAVE GAMES:PUYO PUYO, ROCKET KNIGHT ADVENTURES



TOM 'THE BRAVE' COX

Sniffing and wiping his nose, scuffling his feet and jabbing into thin air, Tom recounts a time when he and his friends were leaving his local youth club. Once outside they were greeted by the toothless grins of the neighbourhood manglers. One might expect some kind of inspiring tale of bravado from the man who plays bass in a Death Metal band. But no! Instead Cox and co capped out in such a disgraceful fashion that it is hardly worth retelling the tale here. Oh alright, they all ran off!

CURRENT FAVE GAMES:STREETFIGHTER II: SPECIAL CHAMPION EDITION, SONIC CD

YOU DON'T SAY...

"[The Saturn's] prototype processor runs at 27MHz... The 24-bit pixels enable Saturn's programmers to reach around with 16.7 million colours... Sega have incorporated a highly advanced polygon generator chip into the Saturn... The Saturn's chip can display and animate over 16,000 polygons on-screen at once... The Saturn's utterly awesome graphics chip is capable of all manner of graphical effects. This is due to something known as "The Alpha Channel". Details are a bit vague, but it appears to be some kind of hardware graphics filter that enables the Saturn to produce the likes of "transparent" colours (as seen in Super NES games), modified colour palettes and textured shading (as seen in Virtua Racing)... The system is CD-based... It looks as though there isn't even going to be a cartridge slot... A December 1994 release in Japan now looks likely."
MEAN MACHINES SEGA, on the streets 28th July, 1993.

"Sega's next generation machine, the Saturn boasts a 32-bit RISC chip, running at 27MHz, 24-bit graphics and, not surprisingly, a polygon generator.

"The chip can display and animate 16,000 polygons per second which doesn't sound so impressive in comparison to Virtua Racing's 180,000 polygons per second.

"Interestingly, the Saturn graphics chip also includes an alpha channel for transparent colours and digital compositing — ideal for games containing video footage.

"Considering the amount of information needed to feed these data-hungry processors, rumours of it being a CD-only machines had better be true.

"However, given the considerable slippage of the Mega CD, Sega's planned launch date of 1994 seems unlikely."
Edge magazine, on the streets a few weeks later.

"Sega's system is CD-based using a 32-bit RISC processor that is assisted by a bunch of custom graphics and hardware chips. The 24-bit graphics system is capable of producing photo-realistic, hi-resolution graphics utilising a palette of 16.7 million colours. Polygon graphics akin to the Virtua Racing arcade machine should be feasible (Virtua Racing uses a similar 32-bit architecture to that proposed for Saturn) with many of the games slated to take advantage of the machine's enormous processing power..."
Megadrive Advanced Gaming, on the streets a few weeks later

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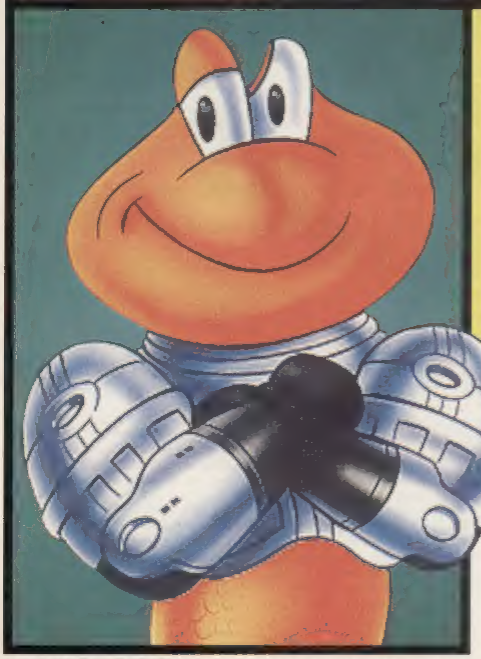

The name's Pond - James Pond - and as RoboCod you're about to dive into your **OUTTEST** *adventure yet as you head for the North Pole!*

The despicable Dr. Maybe is up to his old tricks! This time he's out to obliterate every toy factory in the world by planting his lethal p-p-p-penguin bombs. Only you can stop him now. Slip-on your armour, load your cannon and prepare to do battle. Spraying killer caterpillars with bullets and dodging every evil device Maybe can definitely throw at you, you skim through 8 **ACTION-PACKED** *levels as one of the biggest splashes on the Mega Drive now comes cascading to your Game Gear and Master System. RoboCod - it'll leave you shaken...and stirred!*

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WIZARD PINBALL

Dragon's Fury and possibly Crueball are the only really decent pinball games to ever hit the Megadrive so it was with great joy in this office when we heard of two pending pinball releases.

The first is Virtual Pinball (pictured) from EA which from the brief glimpse we've had at it so far is looking smashing (the joypad had to be literally wrenched from Lucy's grasping mitts when she had the exclusive peak at the game at EA HQ last week). It's the first game of its kind which allows you to construct your own table choosing from a vast array of flippers, bumpers, backgrounds etc. When you're happy with your concoction you can save it on the cart's battery-backed RAM for later use. There are stacks of settings to go for as your skills advance and the whole thing so far is looking really fast and smooth — definitely one to keep an eye on.

The other shining pinball on the horizon is Dragon's Fury II. Tengen are going to have to go some to improve on the prequel which was ace, but the guys in sunny Northampton assure us it's going to be a corker — we'll just have to wait and see in a future issue of MEAN MACHINES.

▲ *It's better than it looks, honest.*

▲ *Ahem. One of Cammy's more "controversial" special moves.*

SUPER STREET FIGHTER II: THE NEW CHALLENGERS!

Recently unveiled at a Tokyo electronics show was Capcom's latest and perhaps greatest coin-op: Super Street Fighter II: The New Challengers!

It's an updated version of the top-grossing coin-op, with all the characters revised with new moves, new graphics and tweaked playability.

There are four new characters to master. A leotard-clad girl called Cammy from England, kicks off the new game. She is joined by DeeJay, from Jamaica — a massive dude with the word MAXIMUM emblazoned on his pants. Hailing from Hong Kong is Fei Long, a black trouser clad Ninja master. The final new participant is T Hawk, a native American.

New moves include the legendary Burning Dragon Punch.

The game is packed with new bonuses, including a first strike bonus along with an awesome combo bonus. Up to four Super Street Fighter cabinets can be connected for an eight-player elimination tournament — however, once you've been eliminated, you battle it out with the other losers for the runner-up positions! Using this mode, it's possible to have eight Guiles (or whoever) battling it out. As a little bonus, you can even choose your own character colours as well.

No news of a console conversion yet but we'll give you more news as and when. In the meantime, check out these coin-op pics.

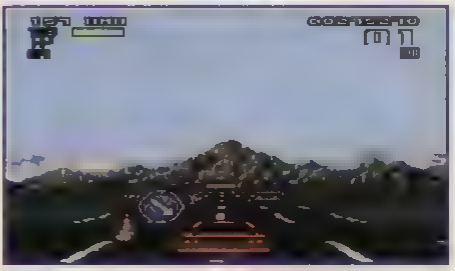
FORMULA ONE DSP ACTION

Flight sim specialists Microprose are bringing out some console corkers in the next few months including F15 Strike Eagle II for the Master System and Game Gear, The Chaos Engine on Megadrive, as well as the one that Jaz and Rich are really waiting for — a Megadrive title based on Star Trek The Next Generation.

However, the most interesting news involves their commitment to the DSP super polygon chip for the Megadrive. The first title that the firm wish to convert is their utterly amazing game coded by Geoff Crammond Formula One Grand Prix.

Formula One is a brilliant racing game that's extremely realistic. Indeed, at least one real formula one driver owns the IBM PC version and uses it to check out tracks he has to race on in the F1 circuit!

Using DSP technology, the game should be astounding — but will it be eclipsed by the forthcoming conversion of Virtua Racing? Only time, as well as a future edition of MEAN MACHINES, holds the answers.



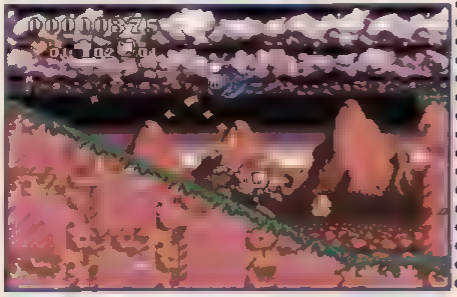
Oh no! Not the killer turn right signs — get me out of here!

LOVE US AND LOTUS

Zooming onto the Megadrive fairly shortly is the sequel to EA's utterly topper Lotus Turbo Challenge game. Unsurprisingly looming under the name Lotus II the player once again jumps into the hotseat of the Lotus supercar and drives hell for leather over a massively varied range of tracks in some of the worst weather conditions possible. Choose a mean machine to manoeuvre — an Esprit, an Elan or their M200 concept car and either alone or with a mate drive until you drop. So far looking roaringly good stuff we'll bring a full run down as and when.

THE AMAZING ADVENTURES OF TINHEAD

Coming soon for the Megadrive from Microprose is an all new superhero called Tinhead. He's a turbo-boosted morphing robot with a problem. The Evil Grim Squidge is stealing all the stars from the sky so it's up to ol' can-face to romp around masses of platform levels, wasting enemies, jetting around with rocket packs, bouncing on space hoppers and generally saving the world. As you can see form these shots the game's looking pretty o-okay but we'll bring you more news very soon.



DAS OTTIFANTZ

This is Ottifant the Elephant, star of a brand new game from Sega. Based on a German cartoon character, it's platform action okey with this not-so-bright-looking big-eared one.

RENDERED ROBOTS

An intriguing game soon to be converted onto the Megadrive and Mega-CD from Mirage is Rise of the Robots which breaks ground with its over-whelming use of rendered graphics. On show at the recent ECTS show was the CD Rom and Amiga versions which are frankly mind-blowing with all the morphing and topper ray-traced 3D graphics. We were assured that the Sega versions are going to be just as good but a mite less colourful (naturally).

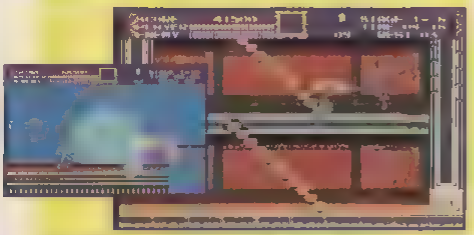
Each robot is modelled element by element from the original blueprint designs and shaped to its exact dimensions. Once a robot's body parts are modelled the whole figure is linked, producing amazing animation. In this one or two-player beat 'em up, the player controls a Cyborg in battles against five types of enemy robot as well as the Supervisor. Masses of special moves are promised and we're assured that skill is of the essence rather than just hit and hope. As soon as we can we're going to bring you the full run down on this little number. Don't miss it!

IS THIS THE NEW STREET FIGHTER II?

NEW GAME BY SEGA ARCADE

Sega are using their 32 bit polygon Virtua technology to create a game so amazing, it could be the natural progression to Street Fighter II

Virtua Fighters uses characters composed of thousands of polygons, which animate incredibly smoothly and realistically. The screenshots don't really do the game justice — you've got to see the game in action to realise how good it is. Look out for this one, it's going to be a coin op winner.



JONNY MORRIS IN THE GENERATION GAME

NEW GAME BY KONAMI MEGADRIVE

Konami have an all-new Castlevania game planned for the Megadrive! But the Nintendo star of old Simon Belmont whose exploits with Count Dracula are legendary, no longer stars as the hero, being replaced instead by two characters named Eric Lecarde and Jonny Morris - we kid you not!

Jonny is of the Belmont lineage and exercises a whip known as the 'Vampire Killer', to aid him in his mission for Dracula's death. Unlike Jon, Eric's faith lies with his 'Witches Spear' as he prepares to avenge the unfortunate demise of his girlfriend's soul.

Konami have allocated unique powers to Eric and Jonny and there are specialist levels for each character. It's still in the early stages of development but we look forward to bringing you a spectacular review of this promising game very soon!

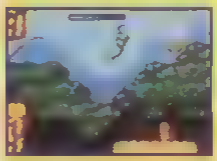
HOOK, LINE AND SINKER

NEW GAME BY SONY MEGADRIVE GAME GEAR

On its way to the Megadrive and Game Gear pretty soon is a conversion of Hook based on the not so successful Steven Spielberg movie.

We're sure you all know the story — Peter Banning is all grown up and totally rejects the fanciful frippenies of his youth. That is, until his kids get kidnapped by the wicked Hook and he's forced back into Never Never Land where the fun begins.

Over loads of platform levels fight and think your way through until the final show-down with Hook. Updates soon but in the meantime feast yer mince pies on these screenshots.



▲ *Time to retrieve my cherry, I think!*

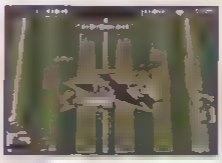
▲ *Gosh! You do have a big one!*

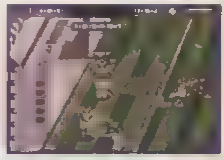
FOOTBALL WITH TEETH

NEW GAME BY MICRO MEGADRIVE

For some serious blood shedding in the name of football check out Beastball on the Megadrive from Microprose. The aim of the game is as any other footie match — put the ball in the goal but with this game the methods are slightly different.

Set in the year 2089 eight teams consisting of man-made mutants punch, kick, stab and shoot their way to victory. Alone or with a mate, systematically dismember the opposing team — it's not a problem because they can all be rejuvenated after the match anyway. More news soon.





RITZ

NOW RENT GAMES

£3.50 FOR 3 EVENINGS RENTAL ON ALL GAMES.

VIRTUA STAR WARS!

Recently unveiled at the Tokyo Jamma show was one of the most stunning coin-ops ever devised Created by Sega, the game is Virtua Star Wars

NEW GAME BY SEGA ARCADES

The game uses the same polygon technology as Virtua Racing, but introduces scenes from the Star Wars films. The result, as you can see from our screenshot, is absolutely stunning At the moment, the game is only 20 percent complete with just the one level However, that level is the Death Star attack from the original Star Wars film and it looks acel We'll have more details very soon

▲ *Smooth as silk and a real looker - Virtua Star Wars!*

MOTORBIKING DOMARK STYLE

Grab yer helmets and rev up yer engines for Domark's new motorcycling sensation on the Megadrive — Kawasaki Super Bikes Feel the throbbing power of the Kawasaki ZXR750R between your legs as you compete in the World 750cc Superbikes Championship over 14 international tracks, alone or with a mate There are four difficulty settings, a bike set-up option and the ultra-fast Turbo Mode for those with the real need for speed Further updates soon

NEW GAME BY DOMARK MEGADRIVE

GAMBLING GALORE

For the hardened gamblers among you, Caesar's Palace on the Game Gear from Virgin is everything you could ever want It incorporates 12 games including Video Poker, Blackjack Roulette, Craps... to name but a few. Fairly straightforward stuff by the sound of it We'll bring you the full review as soon as we can

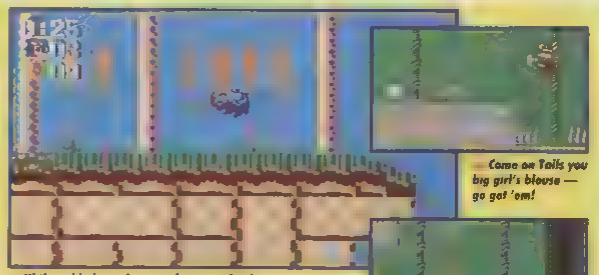
NEW GAME BY VIRGIN GAMEGEAR

Looks like Bingo on the Game Gear — how utterly enthralling!

SUICIDE IS PAINLESS

Those crazy Lemmings are back on the Megadrive again pretty soon for more brain-boggling puzzle action in Lemmings 2 The Tribes Lead the 12 tribes of Lemming Island to the Ark to escape the sinister darkness which threatens to engulf them (although I'm sure a nightlight would be much less hassle) via hundreds of taxing puzzles and hair-tearing problems It sound like there's a lot more of the same only, according to Psygnosis, with improved graphics lots of new and more taxing puzzles More on that later

NEW GAME BY PSYGNOSIS MEGADRIVE



▲ *Hi there big boy, gimme a ring sometime!*

Come on Tails you big girl's blouse — go get 'em!

MASTER SONIC

The blue spiky one is at it again in a brand new adventure for the Master System and Game Gear It's Sonic Chaos and following on from Sonic 1 and 2 it's manic platform action and then some The fiendish Robotnik has stolen a red chaos emerald and it's up to Sonic and Tails to get that one back and foil the evil one's plan to steal even more. The game features all new levels, zones and action features — including Sonic's Rocket Shoes and Pogo Stick but whether it's any good or not is something we'll fill you in on at a later date

NEW GAME BY SEGA MASTER SYSTEM GAME GEAR

Just the thing for video gamers.
Mega bites.

£49.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

PLATFORM FOOTIE FEVER

Domark has created an all new platform character for the Megadrive. His name is Marko and he stars in the forthcoming Marko's Magic Football. Domark's promising gorgeous cartoony graphics ten levels of puzzle solving platform action combined with loads of hidden rooms, character interaction and a chance to test out the old soccer skills. More news when we get it.

▲ *One thing you can say about Marko — he's got balls!*

A FLASH IN THE CD

One of the best Megadrive games of the year, Flashback, is being converted onto the Mega CD by Sony. As you can see from this screenshot the CD version closely resembles the Megadrive arcade adventure in which Conrad Hart [illegible] return to earth. However some pretty spectacular added extras for the CD version have been rumoured but we'll bring you the full low down as soon as we can.

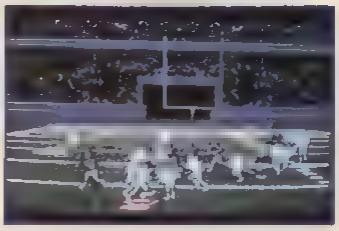
NEW GAME
BY DOMARK
MEGA-CD

MADDENING NFL

NEW GAME
BY ACCLAIM
MEGADRIVE

The programming team behind the John Madden Football series are ploughing their resources into a new footie challenge from Acclaim — NFL Quarterback Club.

Choose from one of 28 NFL teams and play the game until final victory as Jim Kelly, Warren Moon or John Elway (who I'm sure are really, really famous and great) or go helmet-to-helmet against a rival in The Quarterback Challenge. The 16-Meg cart features a flying-eye view of the action, a choice of weather, game plans and transfers as well as target practices and obstacle courses. More news when we get it.



PACK YER TRUNK

The big-eared star of Spectrum yesteryear, CJ the Elephant comes romping onto the Game Gear and Master System later this year in CJ's Elephant Fugitive courtesy of Codemasters. After being kidnapped and imprisoned in an English Zoo, CJ's escapades take him over six zones, each with three levels where his platform action ahoy with loadsa puzzles to solve and baddies to bombard with a never-ending supply of peanuts. Watch this space for more news.

GAME GEAR

SEGA

WORK IN PROGRESS

THE LOST VIKINGS

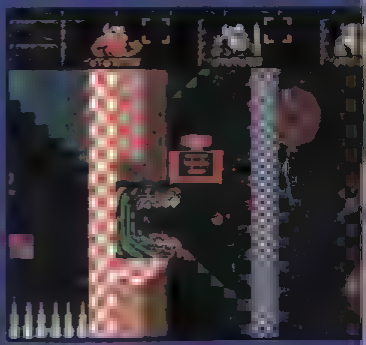
Lucy Hickman has a well known fetish for behorned, hairy men so she got the job of [illegible] Oh...

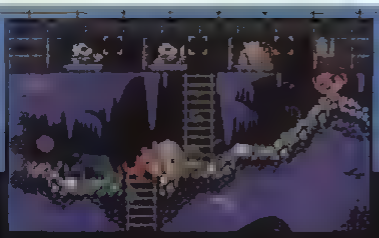
It's a well known fact that Vikings spend most of their [illegible] animals and children and performing complicated tasks in order to save the world.

This extraordinary extracurricular habit of theirs [illegible] the Fierce and Olaf the Stout who are nabbed by the alien Tomator and whisked into outer space where their fate is to live out their miserable lives in an intergalactic zoo.

[illegible] from the Super Nintendo. It may sound strange

PROJECT	LOST VIKINGS
FORMAT	MEGA DRIVE
PUBLISHER	VIRGIN GAMES
INITIATED	MARCH 1993
RELEASE	FEBRUARY 1994





having so many different game styles packed into one cart but according to the American Producer, Alan Pavlish, this is what they were aiming for and this is what makes the game so hot.

He said: "We've taken aspects from all the genres and packed them into one game.

"The idea of controlling each of the three characters, each with their own skills which have to be used in conjunction with each other has never been done before — it's a whole new concept. Although there are some similarities between this game and Lemmings, I think this is much better because these characters have so much personality. The graphics are top quality, the music is top of the range — the tunes are so good you could almost dance to them," he added. Hmm, well he would say that wouldn't he? However, we have to agree Lost Vikings is looking pretty smart but naturally we'll bring you the full run down in a future issue of MEAN MACHINES SEGA.

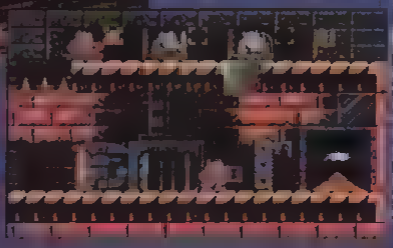
and two mates to have full control

SILICON AND CHIPS

Vikings on the Super Nintendo

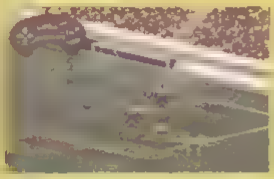
The guys from over the waters are already beavering away at a Mega-CD version of Lost Vikings which Alan Pavlish reckons is going to be miles better than

es of the Vikings in this one. There will be completely new levels and masses of special stuff that you can only do with the Mega-CD and not the Megadrive because of storage space.



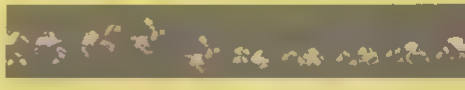
STOP SMILING
YOU AND EVERY
OTHER SOCCER GAME ARE
HISTORY

First there was bar football. Then there were wobbly little men on green felt pitches. Then came the first video games with fuzzy graphics and even fuzzier skills. Now there's real soccer. It's called FIFA International Soccer and it's coming to your Mega Drive™ in December.



We're talking soccer simulation not imitation. We're talking 16 Meg not a paltry 8. We're talking singing, cheering and chanting. We're talking bicycle kicks, diving headers and air punches. We're talking back heels that will make you look like an idiot for the first few games until you suss it.

We're talking 4 Way Play™ for your mates. We're talking refs with eyes in the backs of their heads. We're talking yellow cards and early showers. We're talking fully FIFA endorsed. We're talking real soccer. With 48 national teams and 960 players with 13 different skill areas it's certainly going to do your head in. The only alternative is to get 21 mates together, run up and down a field and boot a ball about.



16 MEG

4 WAY PLAY™

FIFA

EA SPORTS
ELECTRONIC ARTS
IF IT'S IN THE GAME IT'S IN THE GAME

STREET FIGHTER II' V

SPECIAL CHAMPION EDITION

It's the question on everyone's mind — just what is the ultimate Megadrive beat 'em up? Is it Capcom's own conversion of the arcade phenomenon of the '90s — Street Fighter II? Or is Acclaim's Megadrive conversion of Mortal Kombat the more superior title. First, we compare the features of the two contenders and then we ask each member of the MEAN MACHINES editorial team to decide — just which game is king of the beat 'em ups?

ROUND TWO: SOUND

The sound side of things turned out to be a lot more controversial — there is no doubt that Street Fighter II has more sound — it is after all a 24-meg cart, with 50 percent more room for data than Mortal Kombat's 16-meg. This means that the Megadrive game

ROUND ONE: GRAPHICS

In this first round we examine the graphics of each contender. Both titles look impressive indeed — but which game for the ...

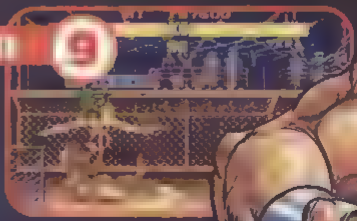
MORTAL KOMBAT

▼ Tasty she may be but Sonya still gets pipped at the post in the looks department.

STREET FIGHTER II

... excellent in ... some of the sprites and backdrops seem a bit rough around the edges.

▼ C'mon guys, nobody can really say that this lady-ox is a good looker!



▲ The depth of detail in the Street Fighter graphics make it even the winner.

MORTAL KOMBAT

STREET FIGHTER II 7

MORTAL KOMBAT 7

ROUND THREE: PRESENTATION

MORTAL KOMBAT 6

STREET FIGHTER II 10

ROUND FOUR: CONVERSION FACTOR

In this round, we address just how close each conversion is to its coin-op parent. If you're a Mortal Kombat fan, you're going to be more than happy with the Megadrive conversion. It has all of the [illegible], all of the moves, and all of the backdrops. The sound, in stereo, is also very similar to the coin-op version.

The arcade version of Street Fighter II was frighteningly close to the original coin-op's as well. The Megadrive game is actually a combination of two coin-ops: Street Fighter II Champion Edition and Street Fighter II Turbo: Hyper Fighting! Much programming expertise has been brought to bear on this game — the opening movie 7-ish floor of each level is in there — a pretty hard job for the Megadrive to emulate.

Both games score extremely highly as arcade conversions — Mortal Kombat is being unfairly closer than Mortal Kombat because there is more available memory to use the Sword's more [illegible] graphics and sound). However, we salute Capcom for going better — the versus and group play modes weren't in the coin-op and the game is a lot better because of it.

MORTAL KOMBAT 9

▼ If I stand here and look bored, maybe he'll go away, on the other hand...

▲ Moves of a [illegible] can work by standing in [illegible] and [illegible]

▼ Even if [illegible] have been on [illegible] about, I can [illegible]

▲ Blimey guvnor, I messed [illegible] I only [illegible] by [illegible] I hits are good!

STREET FIGHTER II 10

ROUND FIVE

The amount of different characters and their special moves are extremely important in a beat 'em up game. Looking at the bare statistics, Street Fighter II wins again. It has twelve different characters to control with an average three/four special moves per character — what's more, you can control the four "boss" characters. Mortal Kombat isn't as well endowed, with eight characters to

MORTAL KOMBAT 7

LIU KANG

[illegible]

[illegible]

SONYA

[illegible]

RAIDEN

SCORPION

STREET FIGHTER II 9

RYU

KEN

CHARACTERS

choose from and two "boss" characters — which you can't control. In the special moves department, each character has an average of around three/four attacks along with the notorious "death" blow.

However, we think SFII's players have more personality about them. Capcom have worked hard to produce interesting personalities, including past histories for each character right up to their blood type (Mortal Kombat tries hard (the gatefold split cover of last month's MEAN MACHINES is packed with information), but SF II has far more in the way of trivia to learn and the different styles of each character are far more pronounced than in Mortal Kombat. Here's a run down of all the characters you can actually play:

ROUND SIX: PLAYABILITY

We've got the statistics of each game out of the way — now onto the really important stuff. Which of the two games is more enjoyable to play?

At the risk of overstating [illegible] Fighter II again. Mortal Kombat plays [illegible] extremely close to the coin-op, but the fact is, the machine came out after coin-op Street Fighter and it's a lot of ideas, right down to some of the [illegible] off special moves and it's just not as good.

Street Fighter just feels a lot better to play. When you [illegible] your opponent, it feels a lot more real and a lot more satisfying than in Mortal Kombat. In MK, the [illegible] ment and sound used just aren't as realistic as in SF II. Also, in one-player mode, the opposing computer controlled [illegible] extremely thick indeed, letting four to the same combination moves over and over again.

Street Fighter characters each have a vast range of [illegible] damage inflicting combination attacks to master (even the [illegible] ters are versatile enough for you to create your own [illegible] Mortal Kombat does make some effort to provide [illegible] attacks, but they aren't as diverse, instinctive, logical or as effective as in Street Fighter II.

MORTAL KOMBAT 8

STREET FIGHTER II 9

ROUND SEVEN: LASTABILITY

Once again, it's Street Fighter II that rules supreme. With far more in the way of difficulty levels, combination attacks and characters to master the game with, it's Street Fighter II that gives you better value for money — even though Mortal [illegible] is ten quid cheaper.

In our opinion, Mortal Kombat is quite shallow in [illegible] Street Fighter II. Yes, the action is extremely [illegible] you're quite likely to have beaten the computer [illegible] a couple of months. Only the two-player mode [illegible] lastability rating.

Here at the MEAN MACHINES office, we've had a Street Fighter II arcade machine in our games room for [illegible] years and we still play it regularly to hone our skills [illegible] machine wasn't released soon it would [illegible] Megadrive version of Street Fighter II is so close to the [illegible] that we reckon, like PGA Tour Golf, EA Hockey and John Madden Football, you'll still be playing the game years from now.

MORTAL KOMBAT 5

STREET FIGHTER II 9

ROUND EIGHT: OVERALL

To decide it, we decided that the entire editorial team should critique which is the better game individually and present their comments here.

JAZ

Street Fighter II cones Mortal Kombat on all levels. On Capcom's conversion when you spank somebody, you really 'feel' the hit Mortal lacks that feedback. Street Fighter features far more moves and subtler gameplay than Acclaim s hyped title. SFII takes months to master and gives enormous scope for play development, MK takes a few weeks to explore all it has to offer. The graphics, sound and presentation of SFII also pummel those of MK. That's not saying MK is a bad game. It's just that, as I said at the start, SFII spanks its ass

LUCY

Probe Software has to get a huge pat on the back for its nigh-on perfect conversion of the arcade Mortal Kombat. To be honest, I m a bit sick of Street Fighter II so Mortal made a refreshing change — I really love the digitised graphics in Mortal and the copious amounts of blood and gore. And contrary to popular office opinion, I really do think there is a lot of fun to be had out of this game and it doesn't solely rely on the death moves to spice it up. This is not to say that Street Fighter isn t completely brilliant — it is, in every department, no arguments there. Putting them side-by-side, I have to go along with the guys and agree that you're going to get more enduring fun out of Street Fighter because there's just more in there. I just don't think you should totally disregard Mortal. It ain't so bad

RICH

Probe Software have handed in an exceptionally good conversion of Mortal Kombat — but the original coin-op just wasn't very good at all — relying on its controversial death moves rather than handing in a slick and enjoyable beat 'em up. Street Fighter II is an even closer conversion of the coin-op than MK, and with all the exceptionally helpful options and features, it actually makes an effort to better the original coin-op! There s no competition really. Street Fighter looks and plays better than MK and is far, far more enjoyable and lastable. It's a tenner more expensive but worth every penny of it's intriguing sixty quid price tag

GUS

They should have known better. I'm referring to the fools who proudly proclaimed Mortal Kombat the 'ultimate beat 'em up' in their rash reviews. MEAN MACHINES took a more circumspect view, and we've been proved right. Mortal Kombat was a very close copy of the arcade and does look very groovy but it mustn't be forgotten that Mortal Kombat was always a shadow of Street Fighter II. Acclaim has produced a good version of their license, but Capcom has engineered a miracle with theirs. The speed, finesse and playability of the twelve characters of Street Fighter II leaves Mortal Kombat farting in a force nine gale

PAUL

A game only achieves excellence when it boasts the right balance of knock-out looks, hard-hitting sounds and — most important of all — near perfect feel. Whilst Mortal Kombat is graphically and sonically strong it is very much the weaker opponent when compared to the wealth of tactical genius programmed into Street Fighter II. As Mortal Kombat is struggling down at the arcades it is highly unlikely to enjoy a second-wind on console, despite the excellence of this conversion. A case in point: we had the Mortal Kombat coin-op in the office for quite a while and as the Street Fighter cabinet continued to attract us to it, Mortal Kombat attracted only dust.

ANDY

It must be said that Mortal Kombat is about as near-perfect a conversion as I've ever seen of any game. But then again, so what? My old Binatone sported a near-perfect copy of 'Pong'! The comparison is probably a little unfair but it's just that, for all its stunning visuals, Mortal Kombat just doesn't measure up to the mighty SF II. The whole package lacks the speed and excitement of its contemporary — even the death moves are a bit of a yawn. In an ideal world with no SF II we probably would have loved this but it's not, and there is so we don't.

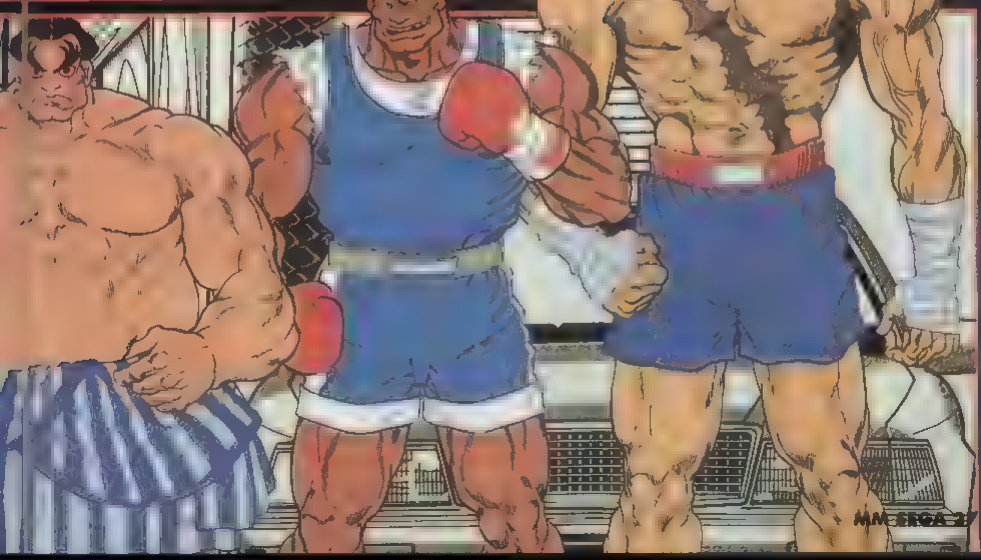
THE VERDICT

If you haven't guessed by now which is, in our opinion, the superior Megadrive beat 'em up, you're a bit of a thicko with the intellectual dexterity of a donkey.

AND FINALLY...

So, in the battle to decide which is the [illegible] Megadrive Street Fighter II stands proud [illegible]. Perhaps we're being too harsh — Mortal Kombat is [illegible] superb conversion of the coin-op — it's just that in our opinion, the original coin-op wasn't really up to much... unlike Street Fighter II, which we rate as one of the best coin-ops ever produced.

Do you agree or disagree? If you feel particularly incensed, angry and confused by this article, write into MEAN YOB at the usual address airing your views. We'll print a selection of the best (and probably the worst, knowing YOB) letters received.



MEAN YOB

It's stormy outside, and we've been hanging Paul out of the window to see if he attracts lightning. But I'm bored enough to delve into the festering sack we know as readers' letters, seeing how many I have to read before I come across either sense or joined-up writing. I've been here all afternoon. The sadness that prevails doth often cheese me off. Still, if you think you can converse with me and the nation without looking like a total cheeser, go ahead, write to: I'D LIKE TO RELIEVE MYSELF IN THIS ENVELOPE MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

JUST DESSERTS STRIKE

Dear YOB
I bought issue 11 of MEAN MACHINES and found that you'd printed my picture of Desert Strike. However, I was horrified to find my work was labelled as 'anonymous'. I found that really weird as I had written my details on the reverse of the envelope and on a separate piece of paper. I hope, given this information and give me credit for my work
Peter Johnson, Liverpool
YOB: Be still and tremble no more! Now everyone shall know of the Peter Johnson-drawing-scandal. Personally, I thought I was doing you a favour by not printing your name beside it. Actually, it was pretty good — a lot of the stuff I get looks as though it's been drawn by someone wearing boxing gloves.

THE VOICE OF REASON

Dear YOB,
Scream! I am absolutely fed-up with these pointless sequels and updates churned out by software houses. Can't they understand that people want NEW games not re-hashes of old ones? It's really getting on my nerves, especially EA. I mean, if this sort of thing carries on, what next?
John
Madden's '96? Mutant League Knitting? Please give every software house you know a slap round the face from me.
Peter Steggle, Knutsford
YOB: Bet you're pleased to know EA are planning to make sequels to their games into the next century...and beyond!

SICK TO DEATH

Dear YOB
I am sick to death of adults like my parents going on about my Megadrive, saying things like 'You shouldn't play on that thing all day, it's for babies'. I don't think it's that bad! I play it just because I don't have anything else to do. Also, when will you'll be reviewing Robocop vs Terminator and what rating will it get?
Mark Pugh, East Ham
YOB: Pugh, Pugh, Barney McGroo, what-a-pile-of-toss. Thanks for sharing your 'pearls' of wisdom with us. Well worth the price of a stamp. The lads'll be reviewing Robocop versus the Terminator next month.

JAMES HERRIOT TREATMENT

Dear YOB,
I want to tell everyone in the whole world what a complete pain in the neck my English teacher is. He's determined to get rid of computers, handhelds - the lot. He even said that if he ever spotted a person in class with a Gameboy or Game Gear he'd give them two hours detention. It's like he doesn't want anybody to have any sort of entertainment at all, as he thinks this kind of equipment rots the brain. He hasn't got a clue about games, only that he reckons they makes kids violent. He even had the nerve to accuse me of playing games in his class when I was just looking for a pencil sharpener. So please, please, please tell all the teachers who hassle innocent kids that they're in the wrong.
Richard Stevenson
YOB: Your English teacher sounds very strange to me — you know, the sort of person who likes to be the hind end of a pantomime horse, parading around the Yorkshire Dales waiting for James Herriot to stick his ... er, excuse me. I was getting carried away there.

RIP-OFF SENSATION

Dear YOB,
I have just a few points to make about the Megadrive 2 and Mega-CD 2. A few days ago I was flicking through a catalogue when I came across the

computer section and saw these new machines. Great, I thought, until I saw the prices. They where the same as the old ones! How can this be? A few months ago you said they were going to be cheaper because Sega had cut out some of the more expensive features. Why are they so much cheaper in Japan, are we being ripped off? Come on Sega, how can you justify keeping the prices the same?
Andrew T, West Yorkshire
YOB: The problem is the Japanese currency. Everything gets made in Japan, so we have to buy their lurvely Japanese goods with our pitiful Englisher pounds. As long as the yen is strong, we have to suffer. Personally, I blame Thatcher...

CAGEY SEGA

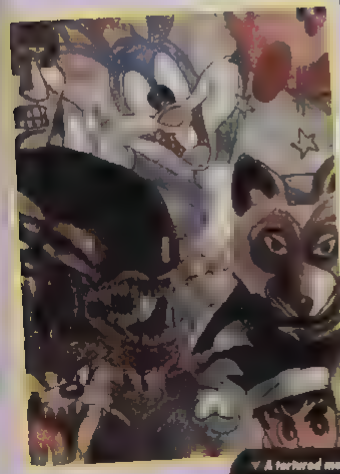
Dear YOB
How come Sega are so cagey when it comes to new games? I'm sure the rest of the gaming world would like to know if they are planning a Sonic 3, or what size cart Streets Of Rage 3 will be. It's not as if they have any serious competition when it comes to Sega games
Mr no address
YOB: They're not cagey — they've just got better things to do than talk to skidmarks on the face of humanity like you, wanting to know train-spotter facts about games that haven't even been programmed. Just read the mag, and you'll be alright. Better still, perform a DIY lobotomy with a Tupperware bowl and a potato peeler.

A THICK E WR TES

Dear YOB
I don't want to sound like a thick-e or anything, but what the hell is this Sega pirate TV business all about? Is it me or are they just confusing adverts hosted by some sad fat bloke with greasy hair?
No name man
YOB: Despite your best efforts, you did sound like a complete "thickie".

BEST OF BR TISH

Dear YOB
Do Sega actually produce any games in this country? Most of the games I have seem to be programmed in America (John Maddens, NHLPA Hockey) or Japan (Sonic, Thunderforce IV) Why aren't there any British games? Most Amiga and PC games are written here
Roger Wilson, Huddersfield
YOB: Sega don't directly, but companies like Core, Accolade, Sony and EA do. Games like Populous II, Robocod and Thunderhawk are all best of British. YOB certainly wants to see more UK games, but only if they are of high quality. Many more Cackulos and I'll be emigrating



▼ A tortured montage from Mark in Sheffield.

OBBY DAVROS

Dear YOB,
Why is it that people like that Shelley woman think they should interfere with our lives by telling us what we should and shouldn't play?
Personally I don't give a monkies-

Marie entitles this work 'Mother with Sonic'. True art.

dump for what she gets up to so why should she care what I do in my own time?
Martina Wilton, Cirencester
YOB: Praise be! MEAN MACHINES will soon be offering its readers a special day out with Shelley, followed by tickets to Bobby Davro in his summer season spectacular. Enjoy!

MEGADRIVE MADNESS

Dear YOB,
I made the mistake of leaving my Megadrive lying on the floor while I went to the toilet. When I can back I found that my baby brother had ripped the cartridge out without switching the machine off. Now when I switch it on nothing happens. Is it broken? If it is is there anything I can about it?
Peter Yale, York
YOB: My expert knowledge tells me it could be broken — purely on the evidence that it doesn't work. I can offer you two options: get it fixed, or don't. There, helpful or what?

CERT F ED

Dear YOB
I'd just like to say that I bought a copy of Night Trap yesterday, and despite being 11, wasn't asked about my age
William Roker, Leeds
YOB: It's a fair cop guv! Just make sure you hold an adult's hand and wear a pair of plastic jocks when you play it — it's sooo frightening!

CHEESED OFF W.TH SEGA

Dear YOB
I just want to congratulate you on helping produce the biggest and best Sega mag money can buy **(How to get your letter printed in one easy lesson — YOB)** I have bought ever issue and I'm chuffed to bits with all of them. Once again MEAN MACHINES have proved themselves to be the best by getting the first pictures of Street Fighter II Turbo: Hyper Fighting.
I'm a bit cheesed off with Sega at the moment. The reason is that they are not getting enough games for the Mega-CD on the shelves. When I bought my machine I did not realise that I was going to have to wait three months before any decent games come out.
I have been playing computer games for ten years and I have made up some of my own with pictures and details of all the

characters and level etc I am looking for a suitable company to end my ideas to Could you please recommend me one that in your opinion would be ideal as your experience and knowledge would be of a great help
Peter Howard, Rayleigh, Essex
YOB:Yes, Sega were a bit sad with their Mega-CD releases straight after the machine was released. However, there's plenty of stuff out now and an average of about four/five releases a month from now on. As for sending your ideas off, I have yet to hear of a story of a game being developed from an idea sent in by a games fan. You could try Virgin Games, Sega or EA — just don't get your hopes up.

PLAY GAMES OR N CK CARS

Dear MEAN YOB,
What really does my head in is people going on about too much games playing – what a load of crap I don't know if this is jut a coincidence but about a year ago, I just sat on my ass playing games while my brother went out every night There is only a two year age gap with me the youngest, now my brother's in prison and I'm still sitting on my ass playing computer games So what do people want their kids playing games or nicking cars? Oh and what's your opinion?
Andy Winfield, Staffs
YOB:What a chilling story. I don't know what appals me the most — your brother's lawbreaking tomfoolery or the mental image of you sitting on your lardy ass playing games all day. Yes, games-playing is a laugh but there is more to life — and it doesn't have to involve car theft I guess you'll understand when your mental faculties have developed a bit.

VR EYE DAMAGE SHOCK

Dear YOB
What wonderful chappies Sega are, bringing us marvellous hardware such as the Saturn and Mega-CD But I saw shocked to read that their up-and-coming home VR system is actually 'dangerous' Yes, you heard me, 'dangerous I
No, it doesn't turn people into crazed psychos as a Mrs Shelley might have thought Apparently it can actually damage eye sight and cause permanent squints
Now what I want to know is, is there any truth in it, because I don't want to fork out £200 on something that's going to damage my eyes
Christian Ward, Wolverhampton
YOB:Well, too much of anything isn't good for you. By limiting your time on the equipment, the risk becomes negligible. If you're some kind of drooling vegetable with a VR headset on all day, you're bound to suffer — if only by having the mick being taken out of you for looking totally sad. Oh by the way, sorry about the Mystic YOB comment about you last month, but it was just too funny to pass up.

▲ More from Mario. Maybe Pygosis should consider her as a graphic artist...

Dear YOB
Give me answers from who two london yob, O.K. meg is in a castle fingers more than thumbs
Joke time's funny
Anon
YOB: To think, this gibbering retarded specimen decided to put pen to paper and spent 24p on a stamp.

MEGADRIVE NATION CONFUSED

Dear YOB,
Your magazine has managed to single handedly plunge myself and most of the Megadrive nation into complete confusion What I am referring to is your review of Gunstar Heroes in issue 12 How come the Megadrive can suddenly produce, and I quote "remarkable scaling and rotation that put even the Super NES to shame" As I understood the Megadrive has NOT got the custom chips to perform such a task and that is why I have just forked out £280 on a Mega-CD for the privilege of custom chips, etc Now if the Megadrive can do it anyway why weren't we told and why has it been kept quiet up until now?
Please explain!
Yours confusingly
Graham Haw, South Shields, Tyne and Wear
YOB: What the lads meant was that Gunstar Heroes is even more amazing because it carries out these amazing graphics tricks without custom chips. There you go.

GROPIN GORDON WRITES

Yo YOB,
My name's Gropin' Gorden and I have the following computers Spectrum, C64, MSII There's a fat lardcake at my school called Bary Colins and he says he C64 is better cause 64K works out better than 8-b t
Mrs Slablocks, Yellow Carlina World
YOB: I'm not surprised this shallow mockery of manhood is an acquaintance of yours. You both share the intellectual dexterity and verbal articulation of a rutting donkey.

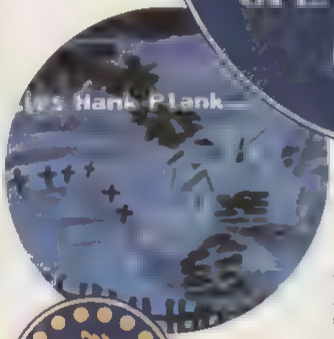
AN INTELLIGENT REPLY

Dear YOB,
At last! An intelligent reply to Mrs Shelley (MEAN YOB No 12 Paul Kelly) Somebody has realised that the way to defeat her is to respond in a language that she can understand, but more than that in a way that she cannot argue against I am worried about the effect she has had on parents whose children own a Megadrive, but I am more concerned about the damaging effect on my faith I am a Christian and own a Megadrive I can't see a problem with that I don't let it get in the way of my church activities but that's my own business I am shocked and hurt by that fact that what I am doing is, according to her, 'of the devil' Now, if all I did all day was play computer games then no doubt it would be damaging - - not only to me but to my family I'm sure I can say that on behalf of everyone as we all cherish our families more than our Megadrives! Anyway, I just thought you might like a view from the other side of the other side if you see what I mean!
Matthew Maxam, Cheadle Hulme, Cheshire
YOB: Well that's the end of that. Any more letters from or mentioning Shelley will now be consigned to Radion's desk to join the festering mound of refuse already there.

HARROD N DAVROS SHOCKER

Dear YOB
Please can you tell me where I can get the Daleks which were shown in the September issue, I think they're excellent! Also, which game can you recommend to me from the following
Buster's Hidden Treasure
Jurassic Park, Jungle Book and Chuck Rock I Can you tell me if there is going to be a Jungle Strike II
Chris Wright, Baldock, Hertfordshire
YOB: Funnily enough, the Daleks featured belong to a certain Gary Harrod, art editor of NINTENDO MAGAZINE SYSTEM and special guest art editor for our Street Fighter II mag this month. They were a birthday present bought by the team to remind him of his Davros-like playing skills. We got them at Forbidden Planet for a wallet-busting £32.00.

25% OFF COMPUTER GAMES. JUST ONE MORE REASON TO OPEN A LIVECASH ACCOUNT.



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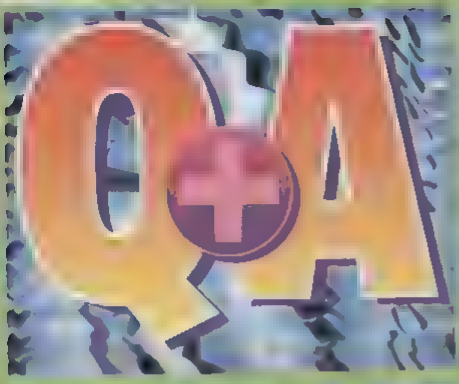


DUMP TRUCK

Dear Jaz
I've already got my Megadrive and I'm planning to get a Mega CD. I'm uncertain about a couple of things though so could you answer my questions?
1. Will the Mega CD 2 be compatible with the old Megadrive?
2. When will the Capcom six button joystick be released?
3. Will there be any other games that will work with it?
4. Will Final Fight 2, Sim City and X-Wing be coming out on the Megadrive or Mega CD?
5. When are you going to review Monkey Island on CD?
Mark Jones, Glasgow
JAZ: 1. Yes 2. Probably around Christmas time — sooner on import, I'd expect. 3. All buttons compatible with the six-button joypad will. 4. No, although Rebel Assault is coming out on Mega-CD. 5. Hopefully in our Christmas issue.

DUMPSTER

Dear Jaz
First off could you tell me if any company is planning to produce a Megadrive version of the classic game Elite? Secondly why is it Sega no longer produce the excellent Phantasy Star III? I have scoured every mail order company for it's game with no success. Some even admitted there's a great demand for the game so why don't Sega re-issue it instead of turning out bucket loads of crap?
Philip Eno, Warrington
JAZ: Hmmmm. There are no plans at all for a Megadrive version of Elite, although if you're lucky, Konami might release Elite II. Having seen the Amiga 1200 game, it would really need the DSP chip.

WASTE DUMPING

Dear Jazzo
Could you please answer some questions for me
1. Will a machine that plays Megadrive, Master System, SNES and NES games be made as I have read about such a thing in other magazines
2. How much will 3DO cost and will any good?
3. Is there any more news on the Sega 32 bit machine?
4. Will the Nintendo Drive have more advanced chips than the Mega CD?
Danny Daniels
JAZ: 1. We've heard rumours about something along these lines, but believe me, the device will never see the light of day in the shops if Nintendo or Sega have anything to do with it. No one has seen much of the 3DO in action, although me and Rich had a sneak preview of some of EA's titles at the ECTS show. Road Rash 3DO looked amazing at the CES and EA are now saying that it's ten times better than that! The machine should cost around £400 to £500. There is no such thing as the Nintendo Drive, by the way. As for as Saturn info goes, we've already brought you most of the info we had. However, we're getting more info every week from our Japanese correspondent. More soon.

DUMP SITE

Dear Jaz
Please could you answer these very hard (but not too hard for you) questions
1. Is Sega's new DSP chip better than the Super FX chip?
2. Is Virtua Racing on the Megadrive looking better than Star Fox on the SNES?
3. Will Megadrive Virtua Racing be as fast as the coin-op?
4. What is the blood cheat for Mortal Kombat on the Megadrive?
5. The Megadrive is really getting on a bit now, how long do you think it has left?
6. Is the Saturn going to be as good as 3DO?
Daniel Norris, Coleridge
JAZ: 1. I haven't got the specs for DSP, although my sources at Sega say that it is indeed better. 2. "Looking better", what do you mean? 3. Hopefully — some compromises have been made with detail to bring you the speed of the coin-op. 4. On the screen that goes on about the code of Mortal Kombat press A, B, A, C, A, B, B. 5. Good question — it's bound to be superceded by machines like 3DO and Saturn — but these machines are going to be a lot more expensive than your £130 Megadrive. 6. Since 3DO is out 15 months prior to Saturn, Sega have got to make it better.

Ermy.

So, chuck a fireball at me would you?

DUMP YOUR LOAD

Dear Jaz
This is the fifth time I've written to you so could you please answer my questions
1. I have a turbo joypad with three normal buttons and three turbo buttons. Could I use it as a six button pad for Street Fighter 2?
2. When will the following games come out: Jungle Strike, Final Fight CD, WWF Rage In The Cage CD, Mortal Kombat CD and Street Fighter Hyper CD
3. Could you give me some info

Smell my glove.

on the Sega VR system?
4 Do you think this censorship lark will catch on?
Matthew Glass, Eccleshall
JAZ: 1. No you cannot. 2. Apart from "Street Fighter Hyper CD" which you've made up, most of them should be out by the beginning of next year. 3. There's not really much more I can add to Rich's CES report. 4. The industry wants to be seen as responsible and Sega are taking it quite seriously, so it probably will.

COMMUNAL DUMP

Dear Jaz,
Please please please answer these questions for me
1 I recently bought Terminator 2 the arcade game, do you think that was wise?
2 Will Robocop vs Terminator be better than General Chaos?
3. Is Mortal Kombat better than Street Fighter on the Megadrive?
Peter Renn, London
JAZ: 1. Not particularly. 2. They are completely different games — you can't really compare them. 3. No it is not at all.

LARGE DUMPS WITH SEAGULLS

Dear Jaz,
Can you help me, as no one else seems able to? I recently bought Tiny Toons on the Megadrive after seeing the review in Mean Machines. I rushed home an stuffed in my Japanese machine only to find it didn't work. The Konami logo appeared and it locked up after that. I tried it again on my brothers English machine and it worked perfectly, so I rang the shop and they told me that the cartridge contained a special new chip to stop people buying imported games. It didn't say anything on the box though, so is this true?
Gareth Bevan, Hull
JAZ. All Konami games have import protection — that is, the game contains code that finds out what type of machine you're using (official, import) and then locks up if the cart doesn't match it. There is no special chip. You can phone up an import shop and get them to add special switches to your Megadrive in order to "convert" it into any machine — UK, Jap or USA. It costs a fair bit, but it does work with all games — guaranteed

OFF-SHORE DUMPING

Dear Jaz
I'm going to America soon and I want to bring some stuff back with me, but I'm uncertain about a few things
1 Will the US versions of Cool Spot and Flashback work on a UK machine?
2 Can I use a US Mega CD 2 with my UK Megadrive?
Michael Kemp, Tamworth
JAZ: 1. Er, I think you're okay with Flashback, but Cool Spot, like all Virgin Games of late, is protected. 2. Only if you're going to use the CDX converter. Be careful with your power supplies — you should be okay if you stick to Sega power packs.

LATE NIGHT SECRET DUMPING

Dear Jazzo
Please can you print this letter as I need the answers
1 Will French games work on my UK machine?
2 Are EA going to be bringing out any more games in the Desert Strike/Jungle Strike series?
3 Do you like Quantum Leap?
4 Why do EA carts have little yellow tags on the side?
Geoffrey Poddison, Alsager
JAZ: 1. Don't see why not. 2. Jungle Strike's gone down really well, so I guess they will. 4. Because EA have their own plastic cart mould that's why.

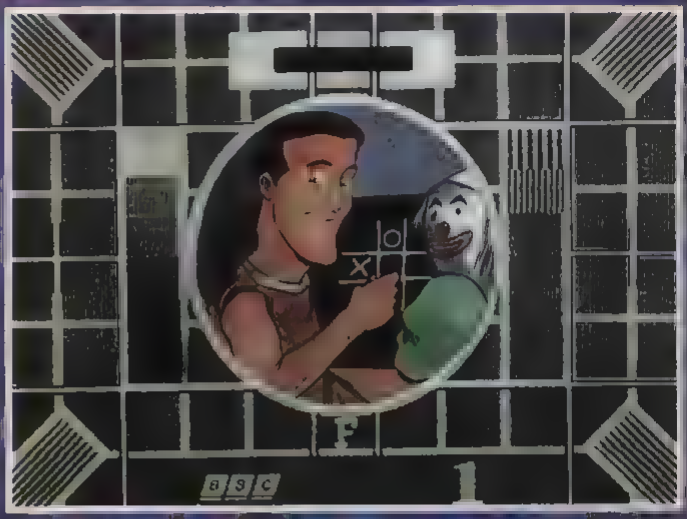
DUMPED ON

Dear Jazzo
Please could you answer a few questions for me
1 After catching all 95 Augs in Night Trap we find the game had the usual ending. Does this mean there will be a Night Trap 2?
2 What is Willy Beamish like on Mega-CD?
3 Is the Sega Saturn any good?
4 Please, please, please give me the address or telephone number of Kelly (Dana Plato) from Night Trap
Paul Stafford and Michael Rennard, Leeds
JAZ: 1. Perhaps. 2. Pretty cacky really. 3. The spec looks amazing and the information we keep getting in about the machine is simply stunning. 4. Be off with you, you forlorn individual.

DUMPED IN

Dear Jaz
Please could you give me some details on the following games.
1. Will the excellent PC golf game Links be appearing on the Megadrive or Mega CD?
2 Are the coin-ops Phoenix and Xargon wars available on any consoles
3 When will there be a larger range of games for the Mega-CD
Colin No-one
JAZ: 1. Nope. 2. Phoenix is out on the Atari VCS, but I guess that's not really what you wanted to hear. 3. That's a bit of a stupid question. As time goes by, more Mega-CD titles are bound to be released.

PAUL'S TIPS



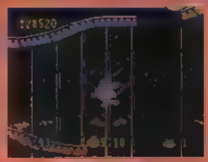
FILTER TIPS

What exactly is it [illegible] people off [illegible] this section of th[illegible]es? Some myst[illegible] manuscripts se[illegible] prolific regul[illegible] strange phenom[illegible]rises mar[illegible] they come. [illegible]ured am[illegible] Adventures ar[illegible]g aste[illegible] [illegible]unter[illegible] [illegible]s coup[illegible] used issues — le[illegible] TAKE ME [illegible] YOU[illegible] MAG[illegible] COU[illegible] LANE, LONDON. FOR SALE

[illegible]

Jonathan Frascella saves us the trou[illegible]ble of playing right the way through Bubsy's adventure with this okay list of all five passcodes

Chapter 3: SCTWMN
Chapter 6: IMDKRK
Chapter 9: DBKRRB
Chapter 12: SLJMBG
Chapter 15 BTCLMB



BULLS VS LAKERS

Paul Pruzy is blunt and to the point. No messing, he just banged these two pose-codes for Bulls vs Lakers on a post card and sent it in. SXMBBBBF triggers the end of game sequence and SXBBFBEC places the player as Bulls in the final against Blazers with a 3-0 [illegible] already.

COOL SPOT

Behind the shiny, happy exterior present

BAL A noise is heard and the level is automatically completed. Upon ... of the next level ... possesses infinite lives! Actually this cheat is possible on any level!

FATAL FURY

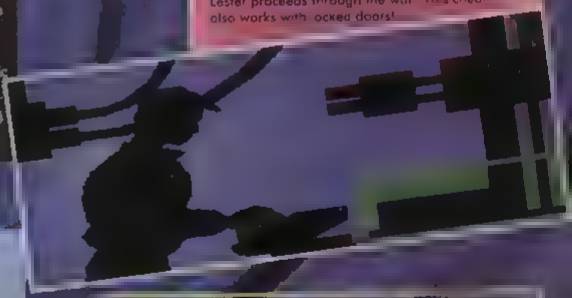
...spectacular lo... ...ishy ... cheat for Fatal ... County ty...se writes saying that a ... ...ssess is seen by keeping the throw... ...Howard. However ... ...re used the cheat doesn't work.

FLASHBACK

A discovery of Lester's ability to walk through walls in Flashback has Danny Allen irresistibly contributing his find to one and all. Walk Lester up to a wall then turn him around so his back is facing said obstacle. Press and hold the fire button and tap the D pad in the direction Lester is facing. Immediately push the D pad in the reverse direction and release the fire button and Lester proceeds through the wall. This cheat also works with locked doors!

FIGHTING MASTERS

Before the Street Fighter II rumours began, this manic combat game did extremely well on import. For those of you wise enough to own a copy here is the means to discovering both ... and mania setting. Select the options ... EASY difficulty and 5 continues. ... and BA from the music test and choose sound no. 09. This selects the Very Easy setting. For the Mania setting simply replace EASY with HARD. Oops, almost forget you there Handy and Mat Miller!



GLOBAL GLADIATORS

Hurray for Ed Lomas! Just when he'd apparently exhausted his incredible powers Pinky returns with a stage skip discovered whilst under the influence of an evening's fast-food binge. Perform this cheat to order by pressing B, C, B, A, B, B, C, B, A, B. Unpause the game and Mick, Mack or both move onto the next act. Ed also caters for the impatient among us as he tells of a secret programmer's screen that allows the selection of both infinite lives and a choice of starting level. With the Sega logo on screen press C, B, A, C, B, A, C, B, A in rapid succession and the option screen appears.

KING OF THE MONSTERS

...s it's that Paul ... ...ver us again ... ...A, B ... ...three and twelve continues to grapple with.

LHX ATTACK CHOPPER

There are two reasons for printing Paul Lowndes LHX passcodes. First of all they take up a bit of room and save me a lot of hassle, and sec ondly his letter is adorned with bribes — of sorts. A Jimi Hendrix playing-card, a 1p stamp (?) and a Chinese proverb doodah found in a bubble-gum packet. Paul reckons this sad collection wins him a huge prize. Surely someone can do better than this! There's one thing that I'd like in the whole world at the moment. Should anyone guess what it is and send it in to me I will personally arrange an extra special prize for that person. Oh yes, of course, the codes

Very Hard Level:

CBAAAEC
CBAAIFC
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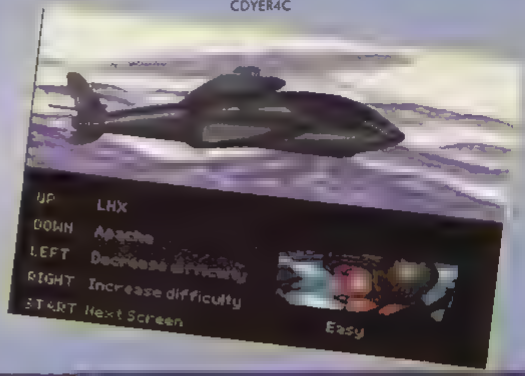


MICRO MACHINES

[illegible] who shares the same [illegible]-loving friend's funnily enough [illegible] for this well smart racer. On [illegible] Tube [illegible] the [illegible] tubes [illegible] for th[illegible] Dick Bills [illegible] his co[illegible] [illegible] wea[illegible] [illegible] most kept [illegible] his re[illegible] [illegible] perfect, so perseverers are...

[illegible]

MegaTech, our sister magazine, actually beat us to this one but then they probably hired evil Thomas Guise to steal it from our pigeon hole in the post room! The cheat allows players to skip through the levels and fight only the boss characters. On the options screen select SOUND TEST and choose 18. Also have the SE TEST read 72. Select EXIT, push START and behold the first of the many end of level guardians! J Newman and Mr C provided this one.

MORTAL KOMBAT

In a pitched attempt to end all the phone calls, here are the secret ingredients to a date with the legendary (He wished) Reptile: When fighting above the spiked pit the human-controlled character scores two perfect bouts in succession, performing the dash move in both. Following this the human-controlled character jumps down into the pit to where Reptile awaits! The one clause in the deal is Santa Claus who is required to fly across the skyline during one of the bouts to make the cheat work. Another method, that of scoring four bits of two perfects before reaching Gore, is less reliable. Roland Mawlebaux is the fighter to credit for this.

ROCKET KNIGHT ADVENTURES

It's a mist[illegible] good at them. Just when Sparkster's [illegible] appear at an end the programmers hand over a Very Hard level! This extra difficulty setting is not usually available from the options screen and is only enlisted by pressing DOWN six times, Up twice then DOWN twice on the D pad when the Konami logo is screened. Oh and I found this one all by myself. Good, eh? No, no it was nothing really. No. No, please it was nothing. Oh stop it. No. Stop!

SLAP FIGHT

Believe it or not a third version of this classic title is pro-

ROLO TO THE RESCUE

Free-falling 'phant: Doh! It's so annoying that Electronic Arts deprived this excellent game of a battery back-up! It takes hours of play to complete because of this! Still Carl Young is at hand to explain away a problem or three. For example, he knows how to get those three pesky 1-UPs in the third forest area — the ones placed high in the tree that even the sassy frassin rabbit can't reach! The waterfall to the left of the ninth tree along is the secret. By dropping Rolo down the waterfall and pressing hard left as he falls the jolly fusker is transported to a point above the ninth tree where he drops onto them there lives!

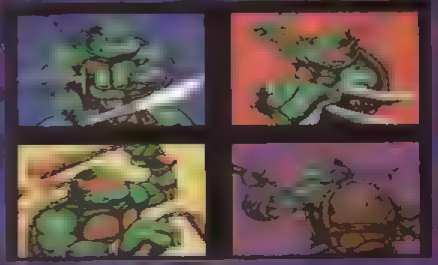
Rolo travels the underground: The penultimate area of the forest level hides a shortcut to the canyons. Mole digs a hole through the first wall to the left through which Rolo trots and leaps over the exit sign. Here he encounters another wall which Mole dutifully digs on through. Rolo now enters a room containing a washing machine. This shrinks Rolo and allows him to double back on himself where he eventually passes through a narrow passage. Bounding over another exit sign Rolo hops into a mine-cart which leads him to the canyons where many extra lives and bonus points await!

Secret Squirrel: Unfortunately this most excellent of cartoon stars does not make an appearance. Rather the squirrel discovers a room stacked with bonuses during the second piece of the forest jigsaw. At the end of the level there is a wall that the squirrel climbs at the top of which is a hidden entrance to the bonus room.

TURTLES HYPERSTONE HEIST

Kendy and Mat Miller treat the [illegible] with this stage select [illegible] Konami's [illegible] Konami logo is screened [illegible] twice; press the A button [illegible]

[illegible]selectable!

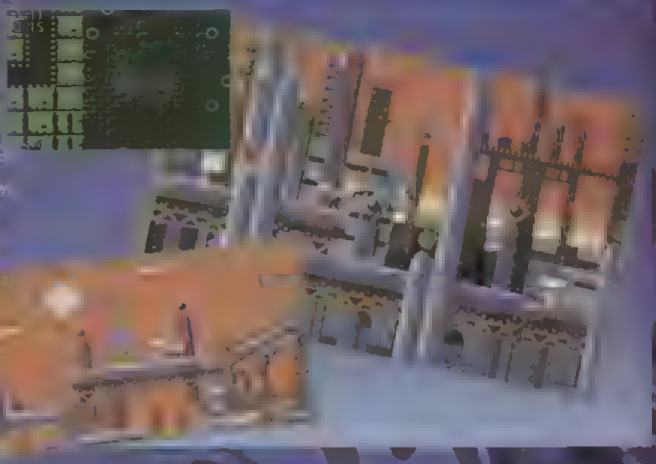


SONIC II

Sonic II, eh? Only Ed Lomas could be so bold! Apparently he's already sent this cheat in twice and can't understand why we haven't printed it before, even though it works. Alright, already! On the two-player split-screen mode allow either Sonic or Tails to finish an act but let the other character lose every last life by

GAME OVER message appears, which is obvious really Ed, and the scores are displayed. The next level starts and the

Now has an almost supply of credited Sonic. Note that the cheat is possible with both players as

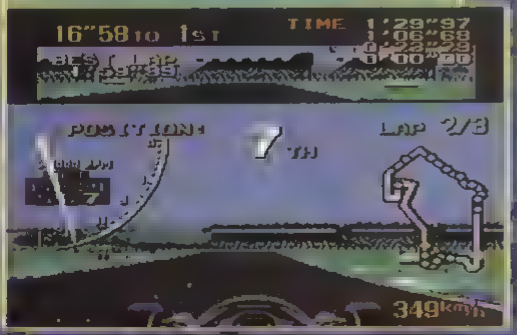


WORLD OF ILLUSION

Carl Yeung tells of a path to

SUPER MONACO GP II

This unbelievable cheat allows the motorbike featured in Super Hang On to race alongside the cars in Super Monaco Grand Prix! Enter HANG-ON as your name for the World Championship and save it. Now reset the machine. Do not switch it off! Now select free-practice image training and the grid. Press DOWN and A on the D pad until the transmission select screen is displayed. Select transmission as normal and hey presto one motorbike!



SOL-FEACE

Surely Ed Lomas is discovering more cheats for Sol Feace [illegible] are actually programmed into the game! This one makes [illegible] only invincible but *totally* invincible! Ed, I'm asking you [illegible] forfeiture? Bang in the level select cheat (A, B, C, A, B, C, B, C, B) and select the configuration screen. Highlight MODE and press right on the D-pad until MY99 is displayed. Hold down the A button and [illegible] to press START again until the normal options screen [illegible] A button causes a starting level [illegible] CONTINUE and Sol-Feace is invincible! Thanks to [illegible] joypad [illegible] now as [illegible] you one of [illegible] Sega Mega CD [illegible] all [illegible] to give [illegible]

FLINTSTONES

Poor old Fred or lucky old Fred whichever way you look at it cos the Flintstones is the only Master System game in the section this month. So Chris Yacomini has saved this machine's hide for one issue at least! On the title screen press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT and START. As soon as the game starts pause the game and hold down both buttons along with

UP — For level one.
RIGHT — For level two.
DOWN — For level three.
LEFT — For level four.

To Saun Whitlock for his compliments to MEAN MACHINES and Ecco codes. Steven Gelling — who deserves a good beating for being disgraceful! Morgan Baker for Warriors of the Eternal Sun maps. Philip Linfield for his indispherable blotch-Sonic hedebug cheat. Christopher Dudley for an extensive Revenge of Shinobi player's guide (somebody send an SAE and I'll pass it on). J Brant for his bumper book of tips. S Fowler for enormous Streets of Rage poster and that old Mania tip. Oh, and Rich would like to say "thanks" to our beloved pastie, Rob McBride for being so sad and forlorn on Mario Kart.

• COMPETITION •

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2. What is the name of the club magazine?
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Send your entries to: Big John, MM Compo No 1, PO Box 847, Harlow, Essex, CM21 9PH. Closing date 31st October 1993.

RULES

*No purchase is necessary to enter this competition. If you are not ordering from Special Reserve then send your answers and your name and address on a postcard to the competition address. No employees of Inter-Mediates or EMAP or their relatives may enter and we know who you are so no cheating! Sarah Jane & John's decision is final. The Judges. The winner will be notified by post. All entries to be in by the closing date. There is no cash alternative. No correspondence will be entered into. So there.

Splat Corner

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Members of Special Reserve receive regular issues of NRG magazine. NRG is their 48 page colour club magazine sent bi-monthly only to members. NRG contains: the best selection of games, peripherals and hardware for all popular formats; reviews; charts; release schedule, special offers; £30 worth of money off coupons and £60,000 worth of prizes to be won per year in the free-to-enter Big Target Competitions.

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ELECTR

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However to achieve your ghoul (sorry, goal) take extra care you have sufficient supplies of vital ectoplasm, or you're dead... well deader

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If you "possess" relentless cunning, the kind of courage that comes naturally (or supernaturally) with being dead already and a disgusting sense of humour... this is the game for you

If not, you wouldn't stand a ghost of a chance.

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PLAYERS 1

PRICE TBA

BY CORE DESIGN

RELEASE NOVEMBER

CONTROL: JOY PAD
DIFFICULTY:
SKILL LEVELS: 3
CONTINUOUS
PASSWORDS
GAME COMPLETION:
AVERAGE

SIZE: 256 MEGS

Core Design already has a game named Thunderhawk available for the Amiga. This Mega-CD version is a lot different.

HOW TO CONTROL

The D-pad acts as the Thunderhawk's joystick. Thunderhawk's altitude is altered by holding the C button and pushing UP or DOWN on the D-pad.

- Fires the current weapon
- Toggles between weapons
- Locks on the nearest target. Allows the Thunderhawk to automatically target nearest foe
- Starts and pauses the game

HOW TO PLAY

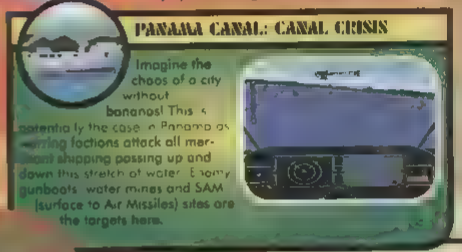
Take the Thunderhawk into combat through 48 different missions in four areas of the world.

THUNDERHAWK

Because people they are Core Design know there are many people out there playing a solitary life on this planet of ours. Rather than dwell solely upon the likes of helicopter gunship Bomber Raid ranges the warring some major invasion or rescuing small villages from evil tyrants Core's first foray into Mega CD the programmers provides the player with the tools to end to all of that. At the helm of the Thunderhawk — a prototype helicopter gunship — Mega CD owning mercenaries now storm into battle against everything and anything that moves.

Through ten assorted operations incorporating 48 separate tasks, the Thunderhawk's pilot undertakes salvage missions and defends innocent people from exploitation in places ranging from South East Asia to frozen Alaska. Seeing as the Thunderhawk is armed with the latest in arms technology, taking the fight to the enemy is simple. Or so it seems.

Take a look at this, guv'nor. Genuine helicopter propeller blade good luck charm, cor blimey.



PANAMA CANAL: CANAL CRISIS

Imagine the chaos of a city without bananas! This is potentially the case in Panama as warring factions attack all merchant shipping passing up and down this stretch of water. Enemy gunboats, water mines and SAM (surface to Air Missiles) sites are the targets here.

Barry's hatred of orange crosses goes too far.

COMMENT

PAUL

Sega's choice of Thunderhawk as their flagship Mega-CD title in America is a wise one. As fast as it is smooth, the Thunderhawk handles well and the illusion of speed as the craft is piloted through the forests and canyons is both convincing and exhilarating. Success is only guaranteed to those who have the patience and skill to fly this thing properly, assuring that no target is missed whilst also keeping the welfare of the Thunderhawk in perspective. A strategic element enhances the gameplay and the assortment of specialist missions offer variety too. What isn't all that wide-ranging is the use of tactics. For the most part it is possible to escape damage whilst inflicting some of your own by flying at a reasonably low level and following the directions indicated on the compass and radar. Consequently the boredom threshold is crossed very early in the game. Thunderhawk is awesome to watch, sonically extravagant but is downed in the fun department – almost, nearly but not quite the killer I had hoped for.

ER HAWK

Games action abov in this action packed screen shot

ALASKA: BIO-RESEARCH

A US bio-research lab s under threat from just about every-thing the enemy has to offer Tha could mean an end to the many strange and unthinkab e exper ments go ng down in this vicinity Perhaps t s just as we ll Sh l, duty calls and the Thunderhawk once again takes to the skies and routs all and sundry before they can get their wooly gloves on any top secret biological designs

CENTRAL AMERICA: RECAPTURE TOWN

Since enemy occupation a cer tain smal town is in such a bad way that t s hardly worth recap turing at all Sti l just ce must prevail and so the guerri a troops, currently enjoy ng what little the town has on offer are soundly blasted from the r strong holds and convinced never to try th s kind of gag again In between Thunderhawk and the town are combined tank divisions and the like and a bridge is sacrificed

THE WORST OPERATION I KNOW OF

As mentioned earlier the Thunderhawk is required to solve the problems found in ten locations world-wide. Each has its own list of prime directives Here's a brief low-down

SOUTH AMERICA: ARMS RUNNING

The legs of a thousand South Americans are fleeing the r home-land due to terro ists behaving as only terrorists know how cor fusey of arms running hostile forces Five miss ons bring th s sad situation to a standsti l bring the South Americans a bright home.

Another quiet day in Moss Side

Another wily tank thief foiled by those guys from Chubb and Tale.

SOUTH AMERICA: STEALTH DOWN

Looming trees make a nu sance of them selves n this oca tion as do Surface to Air Miss le sites camouflaged by dense forestation and well d sguised patrol tanks The goal of this operat on s to destroy the enemy base where sc entists are excitedly deciphering the workings of the Stealth mach ne in the hope of constructing something for their own evil purpose

EASTERN EUROPE: UN CONVOY

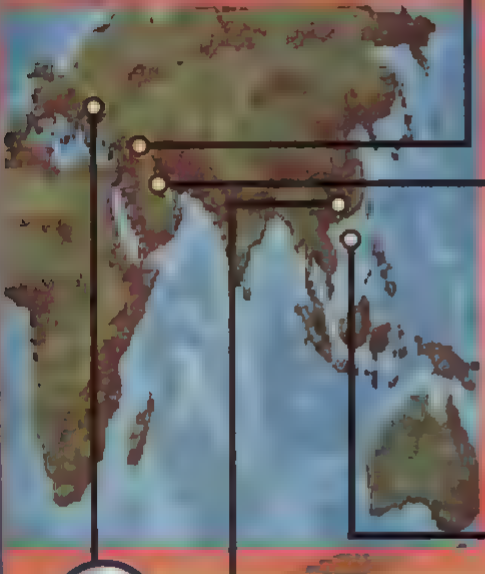
Well if it isn't another besieged town in the middle of nowhere! This time round the inhabitants don't seem bothered at all by their misfortune so long as they get their three meals a day and plenty of fizzy pop. A convoy of trucks from some other world's most renowned supermarkets is on its way to with massive supplies of everything. Defend this convoy, resisting the temptation of going on an all out gook destroying bonanza that might forfeit the convoy's protection.

MIDDLE EAST: ESCORT

Once more the enemy forces are trying to sneak in places they don't belong and it's down to the pilot of the Thunderhawk to support the advance of the UN forces as they attempt to become the friendly territory. This particular set of missions is quite a departure from the usual run of things in that the objectives not only looks out for his own safety but the welfare of a UN helicopter too. Simply taking care of all the primary targets in this instance is worthless if the UN transport is shot down, in which case all of the player's efforts are a big waste of time!

MIDDLE EAST: OIL DISPUTE

Oil refineries are sitting ducks for terrorist attack especially when terrorists have access to submarines. Only the Thunderhawk with its Mk. 54 depth charges is capable of making sure that the enemy never comes up for air again! Though elsewhere in the game the Thunderhawk takes advantage of low flying to avoid radar detection there's not a hope of repeating this success here as the open seas are swimming with gunboats that spot any oncoming attack from miles away! Only with a pilot's superior flying skills is this operation made a success.



SOUTH EAST ASIA: CHEMICAL WARFARE

The nearest most of us get to chemical warfare are the results of hot curries and too much lemonade. In South East Asia chemical weapons are constructed with the aim of being considerably more deadly. The victim is certainly in for a tough time of it as they take a deep breath and prepare to die a slow and painful death. By first knocking out the enemy radar stations the chemical weapons assembly plant is the main target in this area.

SOUTH CHINA SEAS: PIRACY

Oo Arr! The pirates be bothering our UN ships and convoys on the open seas and the situation calls upon the heroics of a good tubber to sink the Western vessels good and proper. Don't go bothering about washing time with petty targets in these waters. Go straight for the primary targets the pirate's main base situated on an island before Jolly Rogering the pirates dodgy trading habits for ever and a day.

TO ARMS, OH SIX, EVEN!

Thunderhawk is the helicopter simulation to end all helicopter simulations. It comes armed with six different types of weapon, each of which are prototypes – just like the helicopter itself.

30mm Cannon: The Thunderhawk's standard offense. It's good for busting, and for finishing off the odd enemy.

Missiles: Are for taking out helicopters and aeroplanes which are quick and manoeuvrable and, therefore, fall victim to a quick missile up the exhaust pipe.

Rocket Pods: Are the favourites of Ever Decreasing enemy bases and tanks there to shred!

250lb Mk-82 Bombs: These are best used for bridge-busting missions, though they do make a nice mess of enemy bases.

RCS-233 Runway Cratering System: Good for bombing airports to stop enemy planes taking off.

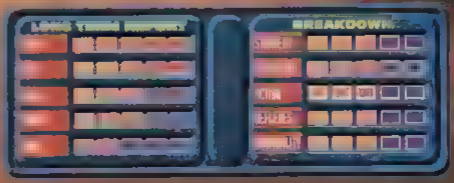
MK-54 Depth Charges: Submarines have little hope of escape when these are raining down their periscopes!

Check your roving ability with the E-Meter at the top of the screen.

It's the helicopter's little sidekick - Airwolfzuki.

The basis of many a "chopper" joke. Well, not really. Sorry.

The basis of many a "chopper" joke. Well, not really. Sorry.



REVIEW

Greips! Thunderhawk is probably the most graphically impressive console game I've ever seen. The graphics are as speccy reader as can be, and really put the Mega-CD to good use. The filmy intros are totally incredible and the in-game graphics follow the trend. Each level has its own colour scheme to compensate for the limited Megadrive palette, and this means there's a wealth of detail. The sprites are great, especially impressive when you realise it's possible to view them from any angle at all (except from underground, of course, what with you being in a helicopter and everything) Mind you, the old adage "it's gameplay that counts" must eventually rear its head, so what about the game? Well, the control of the chopper is excellent, allowing you plenty of scope for low-level flying, strafing, evasive action and spinning round and round on the spot until you're sick. There's also loads of missions, with the best being the escort-the-friendly-aircraft and depth-charge dropping strategical-types The only problem is that the more shoot 'em up-based missions are too repetitive because there's no structure to them, you just fly around a large, open plan level shooting stuff. That said, Thunderhawk is still an excellent game and definitely worth the investment.

RAD

PRESENTATION 91

▲ The presentation screens in Thunderhawk are very striking, though there is still the option of enchanting them.
▼ The mission intros gave me some nasty headaches.

GRAPHICS 92

▲ Everybody who sees this game are completely in love already! Every aspect of the Mega-CD's hardware is taken full advantage of and the results are outstanding.

SOUND 93

▲ Again eager to make the best use of the Mega-CD, Core Design's musicians excel in the sound department with some decent progressive rock grooves.

PLAYABILITY 88

▲ It's fast, challenging and enjoyable as both a mindless shoot 'em up and strategy type information affair.
▼ As fun as the shoot 'em up element goes, there is danger of

LASTABILITY 81

▲ With two operations that include 40 missions, all of which offer a high level of challenge on RAMB difficulty setting, a long-lasting challenge is assured.

OVERALL 84

Thunderhawk broadens the gap between cartridge and CD-based titles. It stands as a shining example of the Mega-CD's capabilities though it falls short slightly on the gameplay front.

SNA Rattle

Snakes deserve a holiday every once in a while, or so claims a survey taken from over three million snakes world-wide. A spokessnake for the survey — a Mr Rattle — concurred that "ssnakes are sssick to death of ssseeing ssssand around in the ssssun and ssssand each and every day, ssssizzling to the ssssound of cricketsss, castussssess and the like — I ssssimply can't remember the lassst time I laughed at a friendless holiday ssssnapsss. It'sss sssheerssssfull!" Luckily for Mr Rattle and the millions like him, leisure centres are being ssssessssed in deserts across the [illegible] in which are for two sna[illegible] partake in a little, light-[illegible] competition.

The [illegible] provide their sli[illegible] guests with as much food as [illegible] and other fantastic [illegible] prizes. Indeed [illegible] the sweet British [illegible] look tempting [illegible] However interested [illegible] are advised that there [illegible] some risks involved [illegible] slippery lakes features [illegible] deadly drops and rocks ridden [illegible] tenderised. Still it's a luxury de[illegible] [illegible] wear's full into too much danger during the [illegible]

DOWN THE HATCH

Food is served in the form of Pibbles — lively balls of assorted colours whose behaviour pat terns change for each area v sited Pibbles hide beneath hatches in the floor and spring into action once disturbed Whole colonies of Pibb es dwelling beneath more remote hatches are also rumoured to exhist Strangely the snakes find delight in licking feet as a compliment to their diet Prolonged s urping dissolves feet and the chance of extended pleasure in the leisure centre is deposited in the form of an extra life Freaky

1-2 PLAYERS

£49.99

MARCH

OCTOBER

CONTROL: JOY PAD
CONTINUES: TWO
SKILL LEVELS: ONE
RESPONSIVENESS: HIPPY
GAME DIFFICULTY: TRICKY

[illegible] DAY SCORE
157000

Snake Rattle 'n' Roll was first programmed for Nintendo's 8-bit [illegible]

HOW TO CONTROL

Both snakes move in relation to the directions pressed on the D-pad and jump when prompted like the good snakes they are.

A [illegible]

B Presses the player's snake to jump.

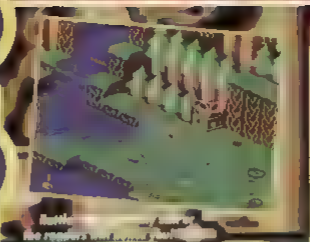
C Presses the player's snake to jump.

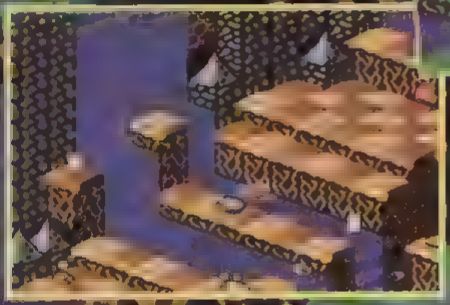
[illegible] and scrolls the options.

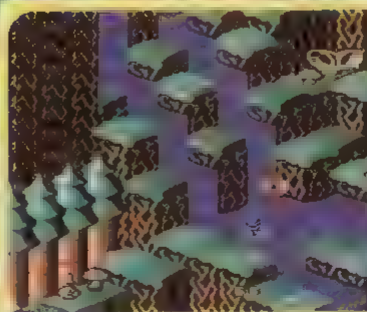
HOW TO PLAY

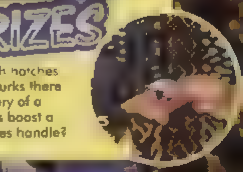
Direct Rattle or Roll about an isometrically-viewed play-area and help them munch food-stuffs and discover bonus objects for points.

AKE 'n' Roll









OUT WITH THE PRIZES

Pibbles aren't the sole proprietors of the spaces beneath hatches. Bonus goods and other snake-assisting paraphernalia lurks there too. Extra exploration time is provided upon the discovery of a clock, crash helmets offer invincibility and clock-winders boost a snake's speed for a while! How much fun can two snakes handle?

PAUL

Here is a fun, bizarre and often funny game that is attractive in spite of its basic looks. Although lightning fast in its response, the control method is pretty poor in that it is often confusing. This problem is worsened by the strange perspective found in some instances and so many an unexpected demise is a regular occurence. It's a shame that Rare have ignored the Megadrive's superior graphics and sound capabilitites too — there really aren't any differences between this and the NES version. Tsk! Rattle 'n' Roll are a laugh, the puzzles they encounter are interesting enough and really there is nothing else quite like their game available for the Megadrive at this point in time. For these reasons I'd recommend that players seek the game out, though it's not a priority

LONG TERM REPORT

BREAKDOWN

PRESENTATION 74

▲ The technicians really build lavish appeal. Comic interventions heighten the proceedings.
▼ A solitary title screen is all, really, then it's pretty poor too.

GRAPHICS 72

▲ The graphics are basic, the choice of characters is amusing and the movement is fast and fluid.
▼ All images have an 8-bit quality.

SOUND 72

▲ Bouts the graphics, the toon-sounding music makes for surprisingly fun listening.
▼ The music and sound effects are more suitable to 8-bit systems.

PLAYABILITY 70

▲ The control is very simple. The action is rewarding as it is challenging.
▼ At times the character's controlling can be somewhat clumsy and frustrating.

LASTABILITY 82

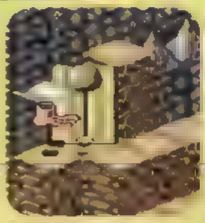
▲ There are many levels for Rattle and Roll to explore, all of which pose some interesting challenges.

OVERALL 78

An old but fun game that has translated well onto the Megadrive. A slightly better control response and attention paid to improving the graphics and music would have increased its appeal.

THROUGH THE DOOR

No matter how adventurous the snakes, they are only allowed to progress having proved their gluttonous worth. Snakes who shy away from eating are poor for business. So scales are installed in each level that discern just how much snake has eaten. A belly full of [illegible] the scales to ring a winch point the exit door opens. Of course there's nothing stop [illegible] snakes from eating more than their fair share.

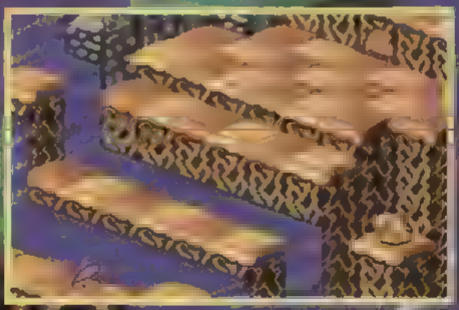


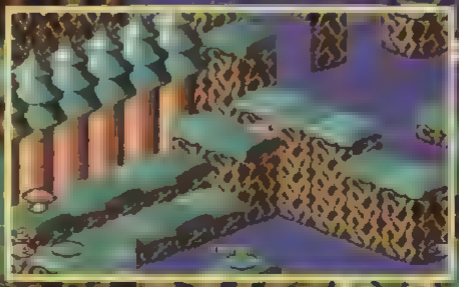
It's one of those foot scale for pot situations. What can you say?

COMMENT

RICH

I have fond memories of the Nintendo 8-bit version of Snake, Rattle 'n' Roll – it was a real classic and we all spent ages playing it. I was really looking forward to the Megadrive version – who knows what the geniuses at Rare could come up with using superior 16-bit technology. Of course, just like with the conversions of Championship Pro-Am and Battletoads, I was disappointed. Yes it is a great game, fast and playable and very challenging, but it's no different from the two-year-old NES game! In fact, it's a little worse because the controls are a lot less forgiving. However, what I do admire about the game is its originality. Still, I wouldn't pay forty-odd quid for it, that's for sure. Indeed, it's a bit sad that the geniuses who developed Knight Lore and Jetpac on the Spectrum can't do something equally as excellent on the Megadrive.





They're bright, they're stunning, they've got more colours than you can shake a stick at. Twelve new limited edition BT Phonecards. Sunglasses not included.

BT

Get through to someone

1 PLAYER

PRICE TBA

NOVEMBER

OPTIONS

CONTROL: JOY PAD (4-TAP)
Continues: 3
Skill Levels: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: HARD

1ST DAY SCORE
20,000

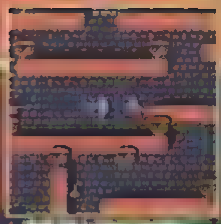
A perfect replica of the Atari coin-op of 1986.

The joypad moves the character in eight directions. Fire is for shooting one of them!

Shoot

HOW TO PLAY

Occasionally games require a short lesson in strategy, but none more so than Gauntlet. It arrived on the System II, back in 1986. The coin-op [illegible] points in the troubled history of the [illegible] fashion in 1982 had they made such [illegible] The reason was simple: Gauntlet allo[illegible] a wonderful fantasy maze-adventure [illegible] squares [illegible] than had ever been seen [illegible] such thing as 'Game Over'. As long as y[illegible]



GUS

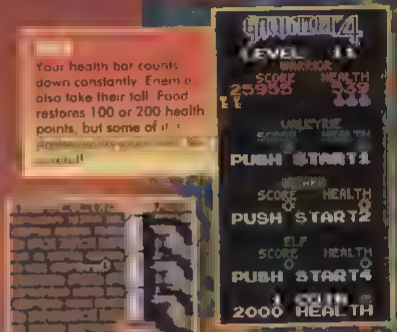
Seriously, I'm stunned. I've been a[illegible] posing Gauntlet, as an avid fan, but I didn't realise how good it was going to [illegible] This IS the coin-op in your front room. Every feature of the original is here, including the atmosphere and amazing [illegible] To my delight, [illegible] noticed someone gave characters their personal back. The Megadrive is [illegible] machine to capture [illegible] and how. The [illegible] , artist. Th[illegible] ... Marvel comics but [illegible] see [illegible] those [illegible] moves on [illegible] The extra [illegible] Puzzle [illegible] games are [illegible] [illegible] is [illegible] most [illegible] game [illegible] [illegible] [illegible]

GAUNTLET IV

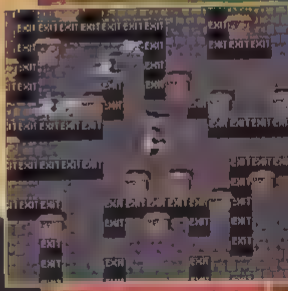
MEGA GAME

Everyone can carry pot ons But their effectiveness when used depends on the magic strength of the characters When shot, potion act, but less effectively There are also potions that improve speed power etc

Your health bar counts down constantly Enemies also take their toll Food restores 100 or 200 health points, but some of it's poisoned

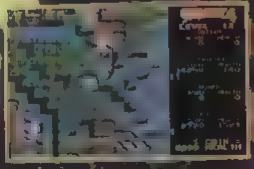


Each key unlocks one door But there are more doors than keys, so don't waste them All doors will eventually disappear if you wait, but that may unleash more than you bargained for

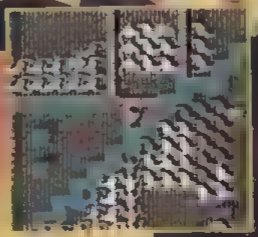


Excuse me, I'm looking for the way out, I'm afraid.

The exit is your aim Most take you to the next level but some are warps to much further



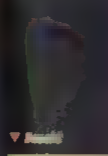
Traps are glowing areas that remove portions of wall when touched Sometimes this is necessary and beneficial but mostly it means "oh, sh



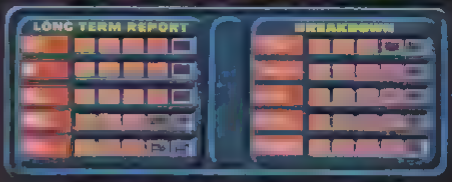
COMMENT

RICH

The guy from Tengen demonstrated Gauntlet, the MEAN MACHINE [illegible] on a number of occasions [illegible] but it proved to be a very fast Mega Drive game. As an arcade conversion it has everything and I mean EVERYTHING from the coin-op in there – right down to every piece of speech. AND there's two more games packed in. The battle mode is utterly superb – the level with the slidey floor is great! Add in the RPG quest mode and password screens and you have an even more tastable title. Oh, and the music is just out of this world. The best possible conversion we could have hoped for.



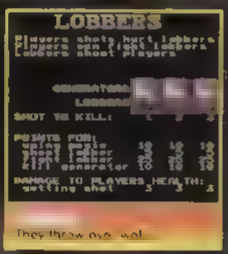
▼ Death



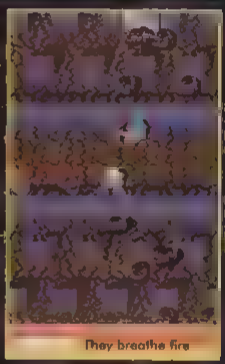
NEW POWER GENERATION

The baddies in Gauntlet IV come from generators. Ghosts emerge from bones, grunts, demons and lobbers come out huts. Shooting the generators is the only way to clear a level. Note the size and appearance of the generator. The bigger the generator, the more hits are needed to destroy its progeny. And talking of progeny – [illegible] a look at these...

They carry clubs

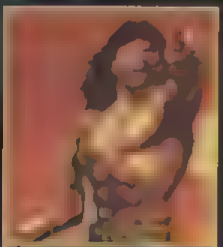


They throw axes, wot...



They breathe fire

[illegible] Part of playing the game is to know your role, [illegible] should be. Use this as a guide!



THOR (WARRIOR)

	LOW	MEDIUM	HIGH	MAX
WEAPON STRENGTH				
WEAPON SPEED				
PLAYER SPEED				
ARMOUR				
HAND TO HAND				
MAGIC STRENGTH				

THYRA (VALKYRIE)

	LOW	MEDIUM	HIGH	MAX
WEAPON STRENGTH				
WEAPON SPEED				
PLAYER SPEED				
ARMOUR				
HAND TO HAND				
MAGIC STRENGTH				

MERLIN (MAGE)

	LOW	MEDIUM	HIGH	MAX
WEAPON STRENGTH				
WEAPON SPEED				
PLAYER SPEED				
ARMOUR				
HAND TO HAND				
MAGIC STRENGTH				

QUESTOR (ELF)

	LOW	MEDIUM	HIGH	MAX
WEAPON STRENGTH				
WEAPON SPEED				
PLAYER SPEED				
ARMOUR				
HAND TO HAND				
MAGIC STRENGTH				

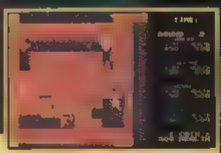
SPEECH, SPEECH

Gauntlet was renowned for its atmospheric speech and sound effects. Every single one is on this cart. There are over 130 sampled ef... from guzzling and slurping to the eerie voice who warns you of impending death: "E... needs food badly", taunts "... New get out of the ...", or even praises: "... never have I seen such ... bravery". The only changes to sound are some new ... you can opt to ... or ...

I REMEMBER YOU

GOLDEN OUEST

In addition to Arcade Gauntlet, Tengen have added an entire new game! Quest Mode centres around the mystery of four towers, which hold the key to entering a magical castle. That's another 56 levels of adventuring. The game plays much the same as Gauntlet, but there are loads of new features — sleeps where you can spend gold, characters to meet, experience points and puzzles to solve.



▲ If only Valkyrie could find the exit!

PART DEUX!

Incredibly, Tengen saw fit to add ANOTHER game — battle mode. Here the four characters fight it out in a head-to-head over eight special levels. The winner is the one to stay alive — but beware, for if you kill one of the exits you've lost!

PRESENTATION 97

▲ Absolutely flawless. There are three full games, masses of options covering all aspects of the game, and a password system that lets you retain characters.

GRAPHICS 93

▲ Brilliantly executed. Every dungeon is packed full of objects, hundreds of moving sprites on screen. The levels are small but contain the all important detail of the arcade.

SOUND 95

▲ The speech and sound effects are unbelievably atmospheric. All of them are lifted exactly from the arcade. The music is some of the best on the Megadrive.

▼ The speech is sometimes quite ...

PLAYABILITY 92

▲ Console Gauntlet has always been incredibly playable. With four players, it's now phenomenal. The other ...

▼ Some switches just don't take to this sort of pressure!

LASTABILITY 95

▲ The battle mode is classic, and there are 150 other levels to get stuck into! The 8 skill levels range from walkover to kamikaze. This is a cart for life.

OVERALL 94

Tengen have taken a classic game, and made it even better. This game is so deep you're guaranteed a diving gear. Buy buy buy!

THERE'LL COME A DAY WHEN YOU'V

GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT
ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO,
SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300111.

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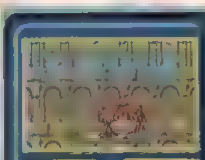


1-2 PLAYERS

PRICE TBA

BY COMPILE

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 4
RESPONSIVENESS: GREAT!
GAME DIFFICULTY: HARD

14000

ORIGIN

Sega have joined with Compile to produce Puyo Puyo in the hope of creating a worthy contender for the Tetris crown.

HOW TO CONTROL

Use the D-pad to adjust the position of the Puyo Puyo on screen. The A, B and C buttons rotate the Puyo Puyo as they fall.

A [illegible] right

[illegible]

C [illegible] right

[illegible]

[illegible]

Create formations of four or more Puyo Puyo as they fall from the top of the play area and land at the bottom.

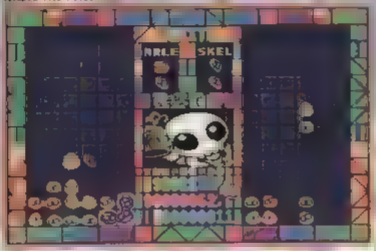
Grr! How many times?! DON'T WASTE THE TOILET PAPER! Duh!

MEGA GAME

Arle, resident nymphette of the Nadja woods, plays hard and works seldom, preferring to spend her days with her friend, Carbuncle. The colourful spirits of the woods – Puyo Puyo – adore Arle as she allows them freedom to do as they will. As you might expect, Arle's woods are the most wonderful dwelling place in all Nadja. This could all change as dissatisfied inhabitants of the Nadja countryside are challenging Arle's rights to the woods! In order to stake their claim the various imps and sprites are required to prove their mastery over the Puyo Puyo by persuading the jelly-like beings into forming strings of four or more. After so much freedom, the Puyo Puyo aren't likely to follow suit so easily!

Puyo Puyo is a game for one or two players in which the fight for control over jelly like blobs takes pace in both co-operative or simultaneous-play situations. It's brilliant fun. So is this review. Possibly.

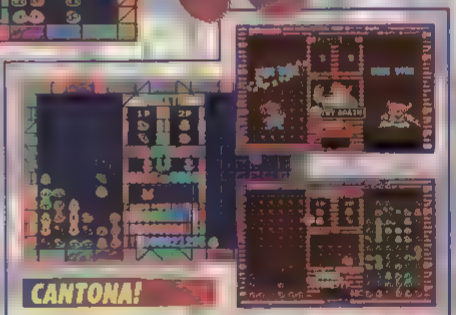
PUYO PUYO



COMMENT

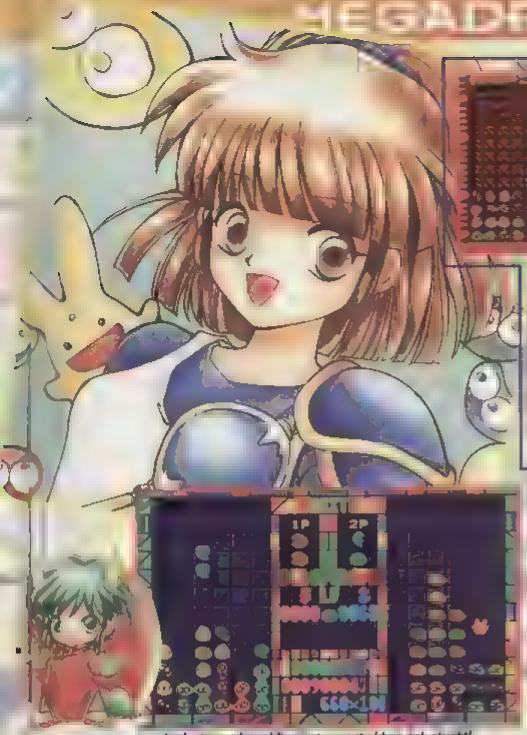
[illegible]

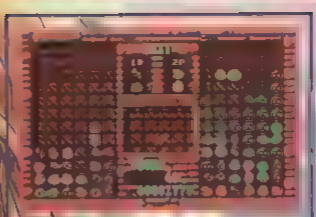
[illegible] Puyo Puyo delivers fast-moving, brain-teasing excitement. Your Megadrive is crying out for this game!



CANTONA!

In two-player mode, each time a line is formed, a single transparent Puyo Puyo drops onto the other player's screen. But that's not the end of it! Should a player successfully create a chain-reaction in which several lines of Puyo Puyo are formed the cry of 'Haya' or what sounds like 'Cantona' is issued and hoards of transparent Puyo Puyo drop onto your opponent's screen. Devastating!





ROBOTNIK TAKEOVER BID

Puyo Puyo is set for release in the UK as Dr Robotnik's Mean Bean Machine. It seems like Sega aren't too keen on all this cutesy [illegible] but what do you reckon? Puyo Puyo or more Sonic-related activity? Oh dear, never mind.

Look, it's not funny! I've just run out of hair gel, alright!

...and you'll forever stink of fish!

COMMENT

[illegible] are great — I love [illegible] aggressive fish, and the little blobs in the middle is a constant source of amusement. This is the best two-player puzzle game on the system. Get it, even if you do have Columns.

CHEERS EARS

Carbuncle is Arle's life-long long-eared companion. But when it comes to the plight of the Puyo Puyo Carby has no favourites. He is known to help both sides whenever it takes his fancy. If a player is struggling Carbuncle wanders through the mass of Puyo Puyo leaving a trail of identical Puyo Puyo in his wake. This line inevitably disappears and the player is afforded a little more time to sort things out. Occasionally a huge Puyo Puyo falls from the top of the play-area too, taking a load of his pals with him.

PRESENTATION

Q: How the heck do you present such an obscure game in the best possible way?

A: [illegible]

[illegible]

81

▲ Puyo Puyo is vibrant and it's not just a matter of colour. The success is down to the floating of all characters having life. Even the Puyo Puyo themselves have personality.

[illegible]

79

▲ Minus the usual pinkety-plonk of other puzzle games. The soundtracks in [illegible] upon happy listening. The speech samples are clear, adding more life.

PLAYABILITY

91

▲ Beware! Once a player has enjoyed one game — and enjoyment is inevitable — [illegible]

[illegible]

89

▲ There are infinite [illegible] learn and master. The amount of satisfaction [illegible]

OVERALL

90

Add Puyo Puyo to your collection of Megadrive cartridges or forever miserable be!

NEW

MEGA

Join Buster Bunny in this hilarious, 33 [illegible] search, through 7 [illegible] territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold.

Buster's Hidden T

TEENAGE MUTANT HERO TURTLES

THE HYPERSTONE HEIST™

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TITLES

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, democracy

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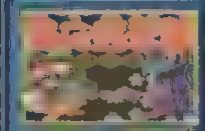


1 PLAYER

[redacted]

[redacted]

OUT NOW!

[redacted]

[redacted]

[redacted]

END OF LEVEL TWO

[redacted]

Steer Remi and Pochi around the screen using the directional pad and keep shooting with B button. A button for an amazing way out! Pause, passwords etc can be made.

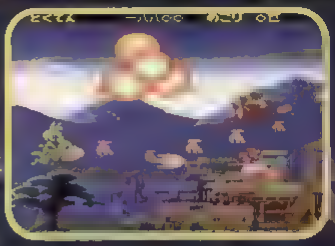
- Makes Remi shout out in Japanese.
- Launches a rectangular shower of fireballs from Pochi.
- Explodes any dangerous creatures on screen. Very useful.
- [redacted]

HOW TO PLAY

Fly through eight levels of action-shooting baddies and providing carnage. The aim is to beat all eight end-of-level bosses.

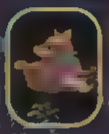
ANIMAL MAGIC!

Keio Flying Squadron might play similarly to most horizontally-scrolling shoot 'em ups but it certainly doesn't look the same. For starters there's not a single space ship in sight! The main sprite is a bunny girl on a dragon and most of the baddies happen to be animals. Raccoons play a big part, appearing in flying row boats, riding atop frogs and dolphins, diving off high cliffs and even working trains. However, other animals make an appearance too. There are puppies on flying carpets, flying pigs, chickens and the first end-of-level boss is pulled onto the screen by a cow (complete with big seed moos) that shoots fireballs from its mouth. Must be all that mustard cress they feed the cattle in Japan.



▲ Yes, we have some lovement!

KEIO FLYING SQUADRON



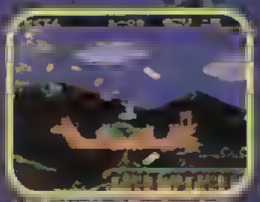
on her pet dragon Pochi. Often old man would pay her money to do this. Then one day an evil super-genius raccoon called Dr Pan stole her key.

Once upon a time there

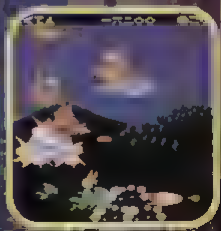
stocking and floppy

in hot pursuit.

Would Dr Pan ever be the world? Does Dr get tur by bunny girls riding a dragon and a guinea pig [redacted] will [redacted] day in another of these [redacted] counter-[redacted] Only you decide in the [redacted] Mega-CD shoot 'em up [redacted]



Double bar



SINGLE SHOT

Standard issue dragon [illegible] This simply fires a [illegible] stream of fire balls [illegible] Pochi's mouth

MULTI SHOT

Sends a spray of firebolts in various directions. Covers a greater area, but not as potent as Single Shot

POWER OF THE DRAGON!

A shoot 'em up just has to have its fair share of power ups and Keio Flying Squadron is no exception. Here's a look at what weaponry is available to Pochi the Magic Dragon

[illegible]

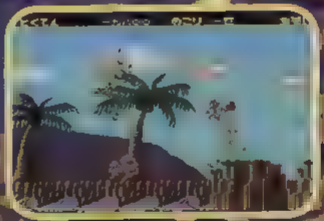
[illegible] in the opposite direction to the way the D-pad is pressed. This weapon launches [illegible] forms of devastating [illegible] aken at the enemy

BOMBS

A continual stream of bombs to [illegible] from Pochi's belly. An excellent way to defend against attacks from below

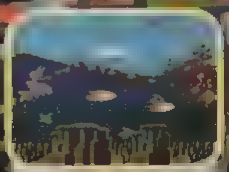
[illegible] DRAGONS

Flocks of kamikaze Pochi's dash home in on the enemy and collide with them, causing [illegible] amount of damage



THE SECRET LIFE OF A BUNNY GIRL!

Hidden in various places throughout the game are a number of extra lives. However you're going to have to look in some of the strongest places to find these bonus credits. For instance, on level two there is a giant salmon swimming up a waterfall. The credit is inside the salmon. Fly over the big fish and voila, one instant credit is yours



COMMENT

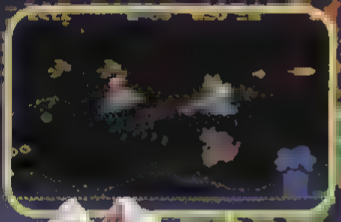
TOM Keio Flying Squadron might look like a complete rip-off of Parodius, but it soon becomes clear that this game has a lot of fresh ideas. The crazy boss contraptions are all made of bamboo, ships sport pagoda roofs and the soundtrack has been played on genuine Oriental instruments. There's so much attention to detail. Raccoons fiddle in their pockets before pulling out catapults, or perform breathing exercises before diving off a cliff. What's more, Keio Flying Squadron is a tough blasting challenge. The screen is always packed with baddies and it really takes time working out the bosses weak spots. However, this game just doesn't scream Mega-CD at you. Yes, it has a great [illegible] and animated intro, and granted it probably wouldn't have such a wide variety of sprites without the massive CD storage space, but you still can't help thinking it could have been a cartridge game. Regardless though, this game would be a top-notch shoot 'em up on any system. If you have a Mega-CD, get this.

A SMART SQUADRON

Should you find yourself with a bit of breathing space during the mass blasting fest it's best to stop firing. This gives Pochi time to generate some miniature Pochi Escorts. Two of these little fellas can be created at any one time and they'll orbit around Rami getting off the rapid fire shots with their eyeball. What's more if things start getting hairy a quick tap at the C button detonates one of the Pochi Escorts blowing up everything on screen.

KEIO FLYING SQUADRON

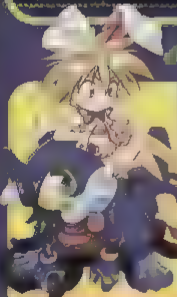
▼ Underneath the spectacular bosses battles and beautiful 3D stages lies!



COMMENT

PAUL

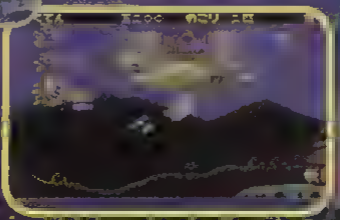
Strip Keio's Flying Squadron of all the cartoon festivities and it remains essential for any serious shoot 'em up fanatic! Though the majority of the game seems quite possible with the Megadrive (please see great aunt of two Mega-CD allows the game's soundtracks to really shine. They are superb. The path followed by the gameplay is nothing new but there are a few old dogs being taught new tricks, particularly where the bosses are concerned. All characters encountered are certainly as far removed from being typical as Keio is from your average human being! This means that players are seldom bored by the action because there is nothing expected, only surprises. All except death which, not surprisingly, comes readily at first as this game is so unbelievably tough! As Tom states in his own special way, this could easily be a cartridge-based game but the fact is that it is still 90% excellent and 100% gotta have!



▲ Dah-ah! Dorothy! The ruby slippers are gone now!

ANIME GIRL MOVIE

Being a Mega CD game Keio Flying Squadron has the customary animated intro. Featuring the usual brand of Manga style cartoon action, this intro not only tells the story of how Dr Pon stole the key and Rami transformed into a flying girl but also includes a brief explanation of Japan's civil unrest during the time the game is supposed to be set. Unfortunately, it's all in Japanese so it doesn't make the slightest sense.



PRESENTATION 84

▲ A superb animated intro and some great intermission screens.
▼ A wealth of options, but there's no password. Boo!

GRAPHICS 90

▲ Fabulous colourful backdrops and masses of superbly animated sprites.
▼ There's a bit of sprite flicker when things get hectic.

SOUND 91

▲ Fantastic soundtracks. CD-quality and extremely catchy too!
▼ Some of the spot-effects aren't so impressive.

PLAYABILITY 90

▲ Highly responsive controls make it very playable and it's insanely fun and addictive.

LASTABILITY 86

▲ Well-graded difficulty that allows you to get just a bit further every go. And it's a tough challenge too.
▼ Once you've seen it, you've seen it.

OVERALL 90

Although it doesn't make great use of the Mega-CD hardware, this is still a fun shoot 'em up. Thoroughly recommended.

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1 PLAYER

PRICE [illegible]

BY CODEMASTERS

RELEASE [illegible]

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

A third of the adventure complete.

ORIGIN

Dizzy is the star of many a successful, home computer, [illegible] game.

HOW TO CONTROL

Run and jump Dizzy around the place in the customary platform/collect 'em up manner.

[illegible]

Use an item.

Dizzy jumps.

Starts and pauses [illegible]

HOW TO PLAY

Direct Dizzy in his adventure around Yolkville's [illegible] ing and adventuring [illegible]

here are creatures that [illegible] expects to find up a tree — squirrels [illegible] the occasional frog even. Eggs do not live in trees, neither do they have legs, build tree houses or start large families. Or don't they?

In the land of Yolksville they definitely do — millions of the little bleeders who live in oval joy and harmony. But one thing blights their rosy white and yellow lives — it is the rumour that the Evil Wizard Zaks has no time for eggs. This is actually a lie. Zaks has a special place reserved for eggs at his breakfast table — it's called his plate. To the Yolkfolk this geezer known as the Evil Wizard Zaks purely because he likes his eggs — fried. It was not Zaks' intention to hold the egg he lifted from the local shop captive. However from the Yolkfolk's perspective — tomorrow's breakfast is called Daisy and her boyfriend Dizzy's going spare!

Dizzy is the star of many a Sinclair Spectrum game. Now every problem this egg has ever had to face is conveniently fitted together into one adventure for the Megadrive. Guide Dizzy in his quest to save Daisy from the Evil Wizard Zaks and help him make sense of his far from natural surroundings in the process.

"Hello, I'm Dizzy — star of many a [illegible] game."

Classic action abov in this action packed screen shot

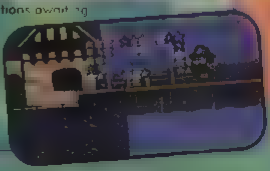
COMMENT

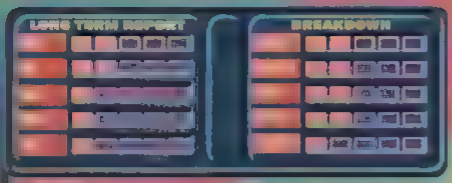
PAUL

Oh dear. Converting a Dizzy game over to the Megadrive is akin to powering a Lamborghini Countach with a rubber band! The Codemasters deserve credit for the pretty appearance of their game but there is nothing of the genius found in the Codemasters' other product — Micro Machines. Merely lugging objects from one location to another is no big fun and scant reward is offered at the end of the process. Though Fantastic Dizzy's graphics are appealing, the game plays like the old Spectrum game upon which it is based. Sorry Codemasters but this is a fairly rotten egg in an otherwise healthy basket.

STAR SEARCHING

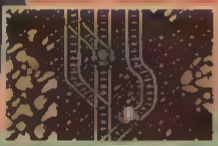
With the extensive array of locations awaiting Dizzy's constant exploration it helps to know where he's been. There are 250 stars in the game for Yolksville. By collecting them Dizzy can tell if he's visited somewhere before due to an absence of stars in that area.



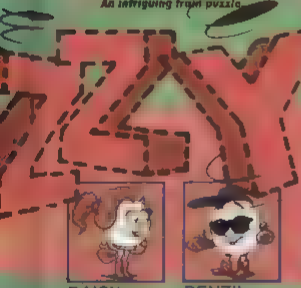


SCRAMBLED EGG

Many of the tools and intriguing artefacts collected by the player's free range partner are of a strictly practical nature. Yet there are a occasional puzzle pages found in some locations. These furled magical documents are left behind by the good wizard of Yolkyville and reward Dizzy with an extra life should he solve the puzzle.



An intriguing train puzzle



EGG BASKET

Dizzy is able to carry three items around with him at any time. This is handy as every item left strewn about Yolksville is put to good use. For example there are lifts that only [illegible] the correct key is installed and machinery requiring a spanner in the works in order to function properly. Unfortunately for Dizzy, the most important items are usually found at the furthest point from the relevant obstacle. Insight

COMMENT

GUS

The problem with Dizzy is the game isn't 'big' enough for the machine Dizzy is essentially a ten-year-old concept, when the Amiga was a sparkle in Commodore's eye, and Spectrums ruled the Earth. Now suddenly after aeons of game evolution, Dizzy and 16-bit technology have been hurled together Codemasters were so busy wondering if they could, they never stopped to think whether they should. The game itself is a jolly affair, the graphics look simplistic but cheerful, and there's plenty of platform action to be had. The puzzle element is essentially taking object A to location X over and over, and awaiting a result. It's just not enough for sophisticated Megadrive owners, brought up on quality fare like Flashback and X-Men. Dizzy is 'nice', but sometimes it's better to be nasty.

PRESENTATION 76

▲ A lot of care is taken to present Dizzy in an effective cartoon style.
▼ Still it all looks very old-fashioned and 8-bitty.

GRAPHICS 71

▲ Some lovely effects such as random transformations enhance the children's story-book appeal.
▼ The vast majority of sprites are small and therefore not impressive — just functional.

SOUND 50

▼ Poor recordings of 'classic' Sonny themes are a virtual insult to the Megadrive's sound chip.

PLAYABILITY 63

▲ Dizzy is pleasant to control. He responds well enough to commands.
▼ Unfortunately Dizzy's trials and tribulations aren't half as pleasant to endure.

LASTABILITY 57

▼ Fantastic Dizzy is nowhere near as fantastic as the title suggests and quickly becomes a bore.

OVERALL 59

Commiserations to the Codemasters in presenting this — one of the least endearing Megadrive titles to existence.

NHLPA

1-4 PLAYERS

PRICE: £49.99

BY: EA

RELEASE: TBA

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:

WIN THE PUCKLE

Yet another additions to EA's every growing family of not very original games.

Simple. Use the joypad to guide your player about and make use of the buttons to perform the following functions:

Chop the puck from opposing player.

Pass in the direction you press the D-pad.

Shoot!

Pause

Get the puck to the back of the net through a combination of skill and face-down rough and tumble.

The first thing you've got to ask about this game is "what's new"? The sad skulking answer is actually a rather muted "not a lot, really". EA have stuck with the tried and tested formula to the extent where they've shied away from making a changes to the core of the game at all. Instead they've bolted bits on at the edges which will only make a difference if you follow the game in real life. For instance, the amount of statistics on offer have increased three-fold. Alongside this each team features digitised pics of its players, along with even more statistics, the words "not at all necessary" instantly spring to mind.

Is this square-jawed buffoon the sort of role model we want the youth of today to aspire to? Boo this game!

Like some kind of demented and extremely depressed rhinoceros, the EA series of sport sims trundles on with no sign of stopping. NHLPA '94 takes off where '93 left off although you have to look hard to spot the differences. The graphics are the same, the playability is almost identical and if you've got one of the previous two games you'll know what

The ques
we being
A few
minor

changes here and there and they've got a whole new product. There are several new play modes more tournaments, two, three and four-player games if you shell out for the four-player adaptor and little digitised cameos of the players. Well worth the money, eh?

To cater for the new multi-player feature, Hockey '94 features an all-new type of shot. The One-Two takes a fair bit of practice to get right, but if it works it's almost guaranteed to [illegible] or, leave the [illegible] lots of shattered [illegible] his head. Here's how it works:

Blimey, would you look at the size of those two behind the goal! Talk about having an unfair advantage.

1 Right, you've got possession, you're in your own half and you're about to leave the opposing defenders stranded. Perfect conditions for the king of hockey plays.

2 Make sure there's one of your players ahead of you. If there isn't, hang back, or pass to a player who's got a bit of space. Now wait for one of the lads to move up the pitch.

3 Following your attacker up the field and get ready to pass. The most accurate way is to head towards them then hit B as you get in close

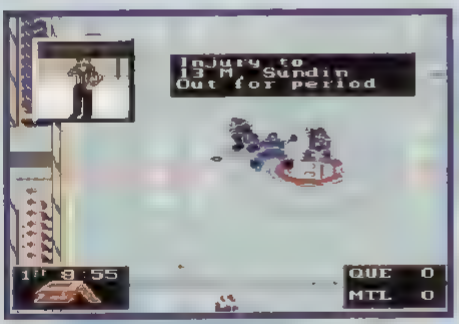
NHL HOCKEY '94

COMMENT

Actually, the more I think about this game, the more I'm convinced that for me is the way it's probably going to sell by the sackload! Take it from me, it's a pointless purchase unless you're after the four-player option. It's not that it's a bad game, it's just that the previous [illegible] was far more enjoyable. For one thing it had the fighting. Call me violent and shallow-minded, but I love giving any opposing player who scored a [illegible] for being such a smart-ass. If you feel that is an aspect you can do without, this version is the one to look for. Also, I'm avoiding with '93.

GAME OF THE BEST

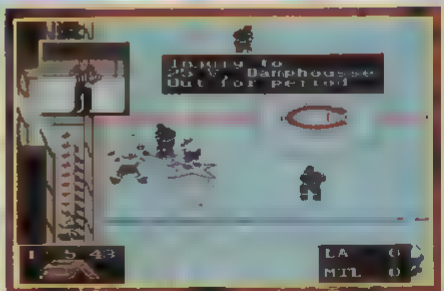
The key feature of this version is its compatibility with EA's new four-player [illegible] for those without [illegible] to play with up to four people in a two-a-side game. While this is an obvious plus point, if you've already got an earlier version of this game, it's a lot of money to lay out on top of the adaptor and extra pads just so you can have a bit of a laff with your mates.



Well, you can give yourself a nasty graze on that ice y'know!

4 Now comes the tricky bit. The puck leaves one player and skids towards the one bearing down on goal wait for it to get in close and

5 Stab the C button! If you get the timing right, the receiver will pull off a devastating signature shot that'll burn a hole right through the



There may be a few other improvements in the [illegible] but there are also a [illegible] glaring [illegible] selves for this one. Gone are the Street Fighter-on-ice fight scenes, instead the players are all namby-pamby and won't [illegible] bucket loads of blood [illegible] this aspect [illegible] left out?

As Andy struggled on, he prayed to the caption god that he'd never have to do another Ice Hockey spread again.

COMMENT

LUCILLE

I agree entirely with what Andy has said — true enough it's not all that different to '93 but it is faster, just as action-packed, sometimes it's a mess and the whole reason for buying this would be for the four-player option — it's ace. On it's own it's definitely not with buying if you already have '93 particularly since all the fab violence has been cleansed from this game. But with three mates around, a few shandies in the cooler and the volume whacked right up, this game is a total winner and one no hockey fan should be without.

PRESENTATION 93

▲ Thousands of features help suit the game out.
▼ Most of the [illegible] necessary or useful.

GRAPHICS 88

▲ Field player animation and very smooth scrolling.
▼ No variation at all, bar the colours of the kits.

SOUND 89

▲ Great thwacks and thumps with [illegible] amounts of crowd noise.
▼ More could have been done with the crowd effects.

PLAYABILITY 87

▲ As good as ever, with [illegible] mix of teams.
▼ The fights have gone, but that's about it.

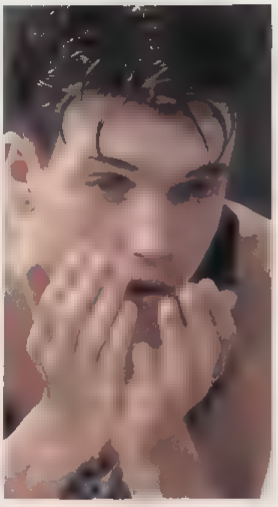
LASTABILITY 89

▲ The three and [illegible] modes are excellent fun.
▼ Not very different if you've mastered the previous game.

OVERALL 88

Bar the multi-player game, it's the same old thing really, with no astounding new features. If you're going to play as your own, stick with NHLPA '93.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. ®OXY and OXYCUTE 'EM are trademarks

OXYCUTE 'EM!

ZOMBI

1-2 PLAYERS

[redacted]

BY KONAMI

RELEASE OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
[redacted]

[redacted]

Konami have developed Zombies as a mega-game idea inspired by 50's horror B-movies.

HOW TO CONTROL

The joypad move the characters round the overhead-viewed scrolling mazes in four directions.

A [redacted]
B [redacted]
C [redacted]
PAUSE

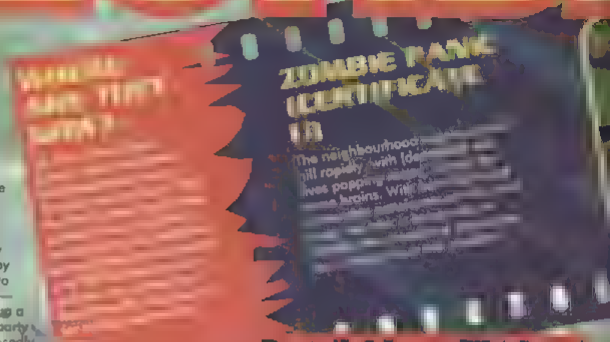
HOW TO PLAY

Run around the levels finding the victims and saving them all before the monsters get them.

"If my mom finds out, I am DEAD meat" exclaimed Stacy "and just because you wanna see some crummy horror specia Chuck sighed Stacy had only been too happy to come over to stay the night — even making up a fake slumber party she was supposedly going to. Now, as they were sitting waiting for the movie all nighter to begin, she was start-

ng to complain. As a gore-fan he could hardly believe his luck — 40 odd horror movies playing back-to-back on channel 666. Funny — he'd never caught that station before.

"Listen babe don't get stressed out. You can cling onto me," ventured Chuck as his hand casually slipped round her shoulder. "Get off you CREEP!," shrieked Stacy. "You're history!". As she jumped up from the sofa she noticed an impish figure on the TV screen. "Don't go Stacy the fun is about to begin." Suddenly she felt an invisible hand tug her towards the TV. They were both being sucked into the movie. "What's happening!" she stuttered as the gum fell out of her gaping mouth. "Chuck, Chuck, help meeeeeeelll!"



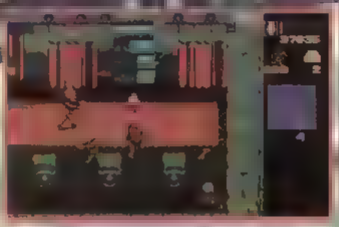
No Chucky no!

Arrest zombies, obtain Flesh-proof, Brain-, victims as specified...

...ES

WALLED ALIVE (10)

Subway of Nothing ... long been the truth ... what's on board ... You ... all alone ... locked ... and ... Frankenstein's ...



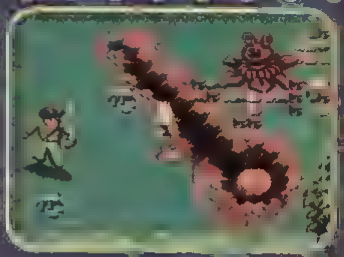
COMMENT

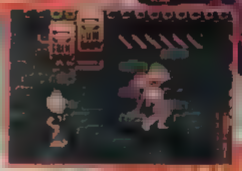
Yes ... Frankenstein's ... monster of a ... ... place ... together from ... ...

DR. TONGUE'S CASTLE OF TERROR (15)

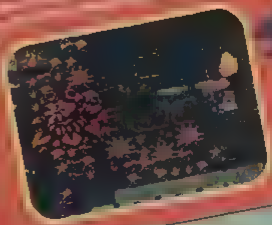
MARS NEEDS CLEANING STAFF (18)

"There's something in the back garden."
"Oh, the new gnome must have been delivered."
"But it's glowing."
"Well, that's what I ordered."
"What's that on the back of your neck! You're not my husband — when's our anniversary, then?"
"Don't be silly, of course I know it's er...malfunction! malfunction!"





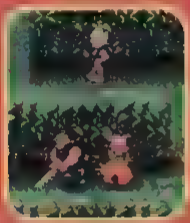
THE TOWN IT BUONG (15)

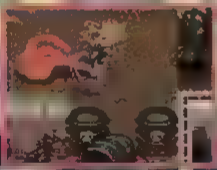


COMMERCIAL BREAK — KILLER KLOWNS

You'll never be entertained again with our interactive clowns. Set them off and they just laugh and laugh! Warning — clowns should not be set off in a public place, or any Undead creation.

our movie presentation.





COMMENT

I hope our off-the-wall review gets across

erupting from under your feet, and chain-saw madmen behind every hedge. There

e right and wrong time to be used. All this

PRESENTATION 88

▲ A useful password feature, and a wonderfully hypnotic title screen. A perfect horror movie atmosphere.
▼ No skill level options.

GRAPHICS 93

▲ Extremely well-detailed sprites, with some kids and boy-scout enemies for variation, and colour schemes, and imaginative and change frequently.

SOUND 87

▲ The music is a blend of blues tunes and spooky samples.
▼ The music is slightly lousy, without the color and depth of the SNES version.

PLAYABILITY 93

...controlling your opponent, but... smooth pick up, and... extremely addictive. Great in two-player mode.
▼ Sometimes zombies push people before you even find them.

LASTABILITY 91

▲ There's loads of strategies to develop, and over 40 levels to try them on. Even by the halfway stage, things are getting frantic. There's plenty of surprises for the further levels.

OVERALL 92

Zombies is a totally absorbing and highly intriguing game. This has sent a shiver down all our spines — but in the best possible sense.

1 PLAYERS

£39.99

OCEAN

NOVEMBER

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
PASSWORDS: SHOPPING
GAME DIFFICULTY: TRICKY

1ST DAY SCORE
201440

ORIGIN

The original Addams Family cartoons strip was devised by Charles Addams in the early '50s. Based on his own family.

HOW TO CONTROL

If you've played just about any platform game on the Megadrive before, you'll have no problems getting to grips with The Addams Family.

A
B
C
START

HOW TO PLAY

Guide Gomez Addams about the platform-laden mansion in search of his family.

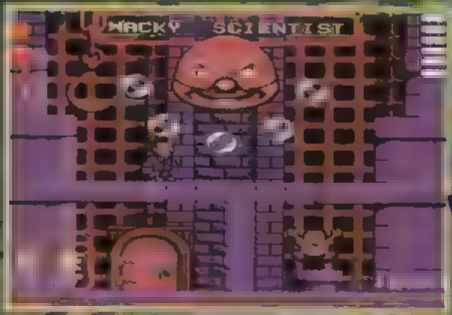
Gomez Addams is a man of little worries. To him fortune is synonymous with true love and pain the soul mate of pleasure.

His family, having made numerous appointments with each generation which none have seemed able to attend! The fact that Gomez' beloved [illegible] being held captive by strange monsters throughout the Addams' abode presents the indomitable Gomez with nothing more than a little intrigue.

Yet when the benign Addams discovers that the family fortune is at risk from [illegible] and only then — does a slightly miffed Gomez take the kind of steps that only a lecherous, immortal fiend can! A fortune-seeking judge is out to cheat the Gomez of the family treasures. Only by releasing his [illegible] are the [illegible] fortune.

[illegible]. Acclaim, in [illegible] Ocean, present[illegible]

[illegible] crazy situations in the [illegible]



THING-IN-A-BOX

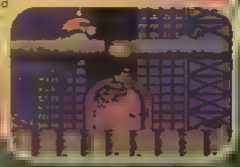
For the sake of being different, and for the sake of all domestic animals' safety, the Addams family's household pet is a human hand. Named 'Thing' this intelligent, ex-extremity lives in a box and is occasionally quite helpful. Thing's box is often found in significant places throughout the Addams mansion where Gomez may consult Thing about his whereabouts and what he might find there.

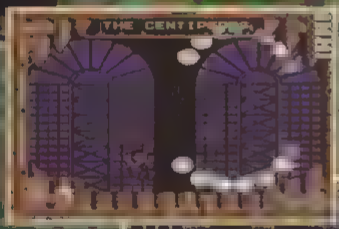
RICH

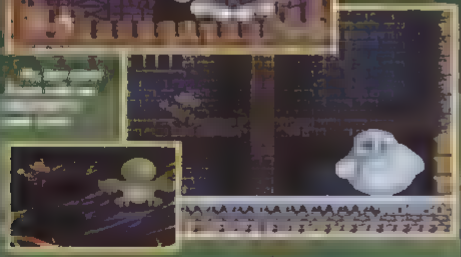
This is a smooth, slick platform game with decent enough graphics and sound. The problem is that the concept of this game is extremely ancient and the programmers have made no attempt to add any aspect of originality to the game. I was really bored with the game after a very short while and I can't really recommend the cart at all — there's loads more decent platform games available (Sonic II, Tiny Toons, Rocket Knight, Flashback, Cool Spot... I think you get the idea). Away with you Addams Family, away!

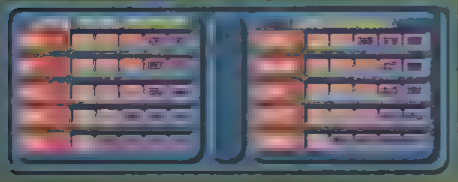
SWITCHES ABROAD

The switches with which the Addams Family are most acquainted are the type used for beating people with. ight switches are virtually non existent as the mansion is illuminated by candles. There are, however, secret switches located in and around the Adams residence that trigger doors and open hatches so that Gomez may further explore in the hope of finding each family membe









PAUL

Having been dumbfounded at the praise The Addams Family received at its premier on the Super NES I'm further convinced of its lack of appeal when playing the Megadrive version. In its favour the graphics are good — but not great — and the music is entertaining, though not at all brilliant. Players may lead Gomez through over 100 locations too which is great, only most of them are nothing more than tiny ante-rooms holes containing score-enhancing collectibles. Gomez is personified as a cute character but fails to amuse since his response is so terribly slippery. At no time is one inspired to merrily click the fingers — breaking those of the programmers responsible is more often the inclination as Gomez scoots into enemy sprites and deadly drops time and time again. Perhaps I'm being to harsh but this product does not warrant the acclaim it received over a year ago and Acclaim would have been wiser not receiving the game from Ocean at all.

PRESENTATION 76

▲ Presentation is cool and passwordless assist the player through the game, preventing repetition.
• No options to speak of.

GRAPHICS 61

▲ The sprites are interesting and varied. The backdrops are very competent.
▼ The Addams Family is no showcase of the Megadrive's high standards.

SOUND 81

▲ Numerous and [illegible] are rendered well.
▼ The tunes used around others don't [illegible] of the system.

PLAYABILITY 63

▲ Discovering the secrets of the mansion occupies the time.
▼ A person can only take so much of a game that has nothing new to offer.

LASTABILITY 58

▲ The Addams Family home takes time to explore.
▼ The levels work and the poor controls make the game frustrating.

OVERALL 55

One of the most derivative, unoriginal platform games we've seen for months. This isn't worth £40 of any one's money.

PLAYERS 1

PRICE: TBA

BY: SEGA

RELEASE: SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: DATA SAVE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY PEASY

HIGH SCORE: 987,666

ORIGIN

Sonic the Hedgehog is Sega's flagship character. His first two games are responsible for the sales of millions of Megadrives. This is the third appearance on the Mega-CD.

HOW TO CONTROL

Use the directional pad to [illegible] Running and jumping are done from most parts of both controllers depending on the configuration you choose.

A [illegible]

B [illegible]

C [illegible]

S Starts and pauses the game.

HOW TO PLAY

[illegible] Increases points, lives and helps protect Sonic.

Poor old Sonic. Last year he was the hottest hedgehog in town. His platinum-selling Sonic II cartridge rocketed him to stardom and made both he and his co-star, Tails the Fox, household names. Popular idols for hordes of screaming animal fans. Yup, Sonic the Hedgehog was BIG news. Then came the mighty fall. After a massive row with Tails, his two-tailed buddy stormed out of their penthouse burrow claiming Sonic was an untalented spiky pig. With Sonic's career spiralling ever downward he was only able to get odd-jobs as a selectable icon on various football and tennis games. It all seemed over for the Blue Wonder, until he met HER! Across a crowded woodland bar he saw the most beautiful female hegedehog ever. Their eyes met and they fell in love. Rosy was her name and she was a natural pink. It was she that brought Sonic back from the brink and helped him relaunch his career with promises of a new game, Sonic CD, sparking Sonicmania once again. But life for our spiky blue pal has never been easy and misfortune struck. The evil Dr Robotnik kidnapped Rosy and threatened to turn her into hedge-hamburgers. Now it's up to Sonic to save the day and rescue his love. He won't let her get away, like he did Tails. Go Sonic, Go!

I'd like to say what a great pleasure it has been to caption this screen shot. I really would.

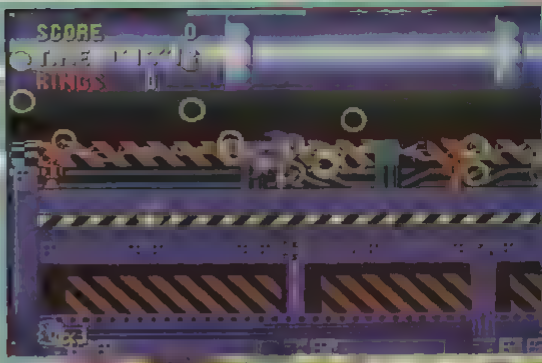
IT'S A MIRACLE!

Sonic CD doesn't take place on Sonic's home world of Mobius. Nope, when Dr Robotnik dropped Rosy he took her to a small orbiting [illegible] called [illegible] where the game takes place. There are seven [illegible] zones for Sonic to gamble through such as Ice [illegible] and Green Hill Zone-a-like. Collect [illegible] Level, Sonic [illegible] which is [illegible] Zone and the [illegible] Zone. Each [illegible] completely similar to the original Sonic Stardust Zone. There's even a [illegible] Speedway and Stardust [illegible] Sonic [illegible] out of the [illegible] Robotnik in hot pursuit.

▲ *Sonic misses an open goal!*

HEDGEHOG SPECIAL

As with all the Sonic games Sonic CD has a secret Special Zone. Accessing it is done in exactly the same way as in the original Sonic game. Our hedgehog hero must collect fifty rings and then jump through the giant ring at the end. Viewed from behind Sonic you guide him around a race-track bashing into UFOs. All of them must be hit before a timer runs out. To make things harder though there are various obstacles like speed ramps, bumpers and moats which actually sap your precious time. The 3D effect is very reminiscent of Thunderhawk or the driving bits from Batman Returns CD and looks truly incredible.

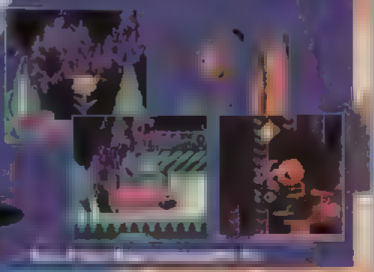


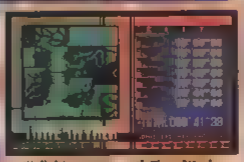
GET INTO THE TARDIS!

In Sonic CD our spiky blue hero can actually travel through time. This is done by running by either a PAST or FUTURE sign and then picking up speed. If Sonic maintains a constantly high velocity he starts to spark before vanishing only to reappear in a new time zone. For the most part these new eras are identical to their present day counterparts but in technologically different states. Strangely enough though this novel time-travelling feature is completely unnecessary to completing the game.

SONIC'S SONICS!

Seeing as it's on the Mega-CD you'd ... the best ever heard on the Mega-CD in fact ... and sounds like a bizarre combination of the chirpy Sonic-style tunes we know and love, together with the latest ... is very listenable indeed.





Well, it's a screen with Time Attack written on it. There's nothing else to say.

COMMENT

TOM

I was expecting great things from Sonic CD, but I can only express my complete disappointment at the end result. Yes the graphics are very flashy and it all plays at an incredible speed, but somehow it lacks the soul that makes Sonic games possessed. There's nothing new in it. All the levels play almost identically, it's just a case of rolling through twisty tunnels and loops or walking underwater searching for air-bubbles. There's nothing to match innovative little mechanisms that appeared in the first two games, like say, the giant nut and bolt lift from Sonic II. What's more, the saved position and infinite continue option means you can finish this already too-easy game in one go. What could have been a clever time-travel feature has been wasted and the Special Zone is boring and too slow and jerky to be of any fun. Only the cartoon intro and music shine through, but they aren't really an integral part of the game. The previous Sonic games set new standards. Sonic CD fails to reach already average ones. Nope, Sonic CD fails to hit the mark.

SONIC GOES TO THE MOVIES

As with all Mega CD games, Sonic CD features a rather smart cartoon intro. Reminiscent of the pop-art Japanese anime look, it tells the story of how Sonic found the Miracle World chained to his own planet by a suspicious looking Robotnik shaped mountain. It doesn't take our hero long to work out who is behind this strange turn of events and he immediately sets off toward the Miracle Planet by running along the giant chain.

Sonic CD is just the first in a new wave of forthcoming Sonic releases. Also in this issue is Sonic Spinball, the pinball game based around the Casino Night Zone from Sonic 2. Then early next year comes Dr Robotnik's Mean Bean Machine, a columns-style puzzler converted from a Japanese game called Puyo Puyo (which we reviewed in this issue). However, biggest and best of all is the Sonic [illegible] game is controlled by trackballs as Sonic is [illegible] landscapes and is [illegible] Atari's popular coin-op of yesteryear, Marble Madness. However, the graphics are [illegible] and [illegible] of all, [illegible] three-player game as Sonic is joined by pals [illegible] Squirrel and Mighty the Rabbit come back [illegible]

COMMENT

RICH

I have a much higher opinion of Sonic CD than Tom, but I do see his point. There is nothing new in this game at all and there is a lack of innovation in it. Each new Sonic game has contributed new ideas to the genre, but with the exception of the Special Zone (which isn't that great), there isn't much here that's at all new. That's not to say that Sonic CD is crap — far from it, it's excellent to play and the graphics are awesome. The sound effects and music are totally amazing. The techno rave music is utterly superb — especially when pumped through a decent hi-fi (and it's even better through my surround sound system). What's more, it is too easy and the save game option reduces lastability further. There is a lot to see in this game though, and the different time zones, although in no way essential to the game, do bring you back to the game. Sonic CD is an excellent CD release — but how about some new, original ideas for Sonic III?

PRESENTATION

92

▲ An excellent cartoon intro and plenty of neat options, including a Time Attack feature to test your best speeds on.

▼ A few of the levels look and feel a little unfinished. A bit repetitive.

GRAPHICS

90

▲ Excellent main sprite, superb backdrop sprites. Most of the backdrops are great too.

▼ Doesn't look any better than Sonic 2 with the exception of the Special Zone.

SOUND

94

▲ Mind-blowing rave and techno tunes accompany the action. Some neat sampled special-effects sounds too.

▼ The more routine Sonic spot-effects are a bit ordinary. In fact they sound identical to the cartridge sounds.

PLAYABILITY

86

▲ As with all Sonic games it is instantly playable with highly responsive controls and that addictive hook.

▼ If you've got the other Sonic games you may be disappointed by the basic approach and lack of new features.

LASTABILITY

71

[illegible] through all the time zones will take ages and [illegible] bring you back to beat your times.

▼ Way too easy, especially with its save position feature.

OVERALL

83

A technically impressive platformer, but surprisingly unadventurous. As Sonic games go, this is still rather fab, but doesn't really compare gameplay-wise with Sonic II.

Whoever said life was unfair must have played against someone with an asciiPad MD.

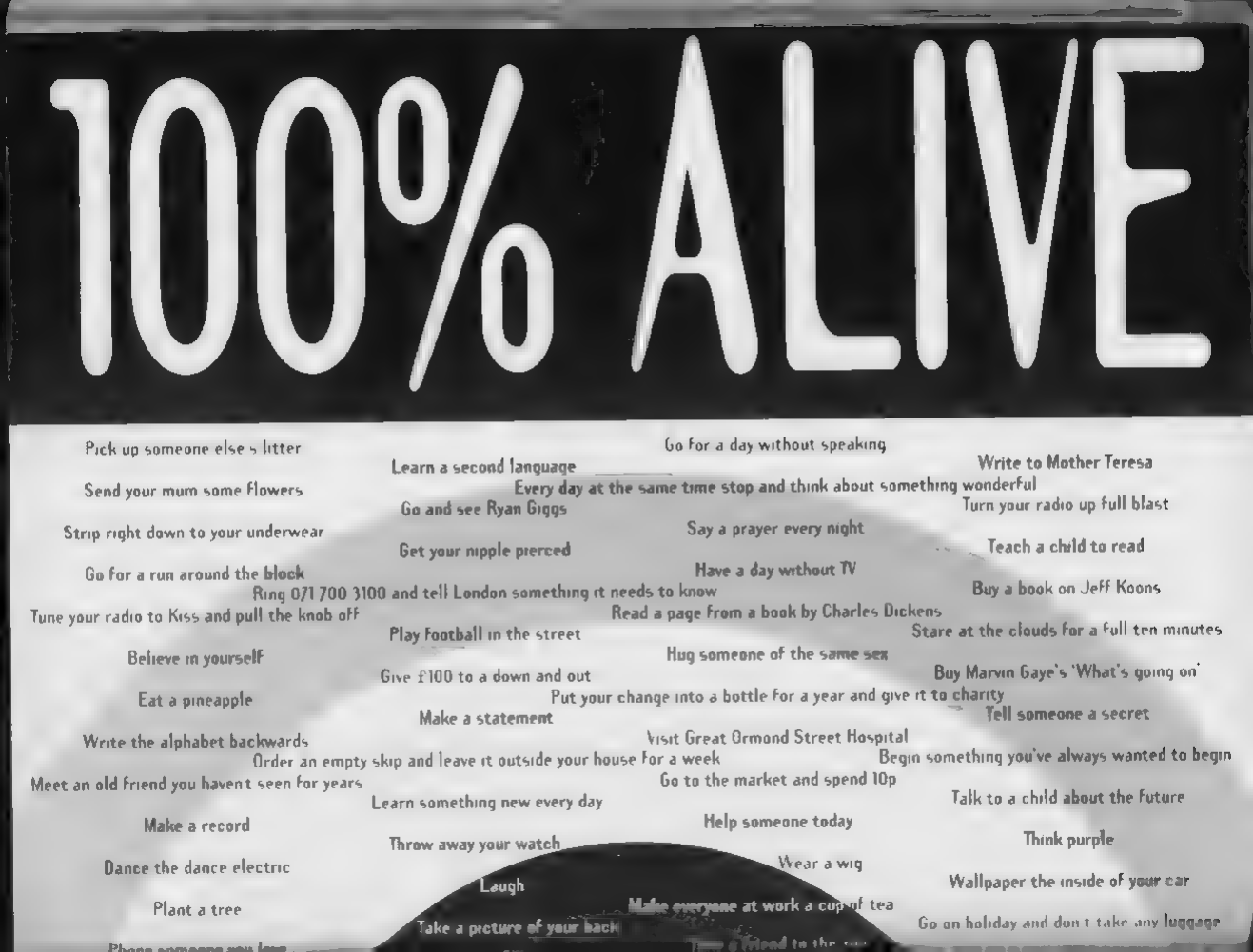
He's way [illegible] up to 24 shots per second, hands free [illegible] and

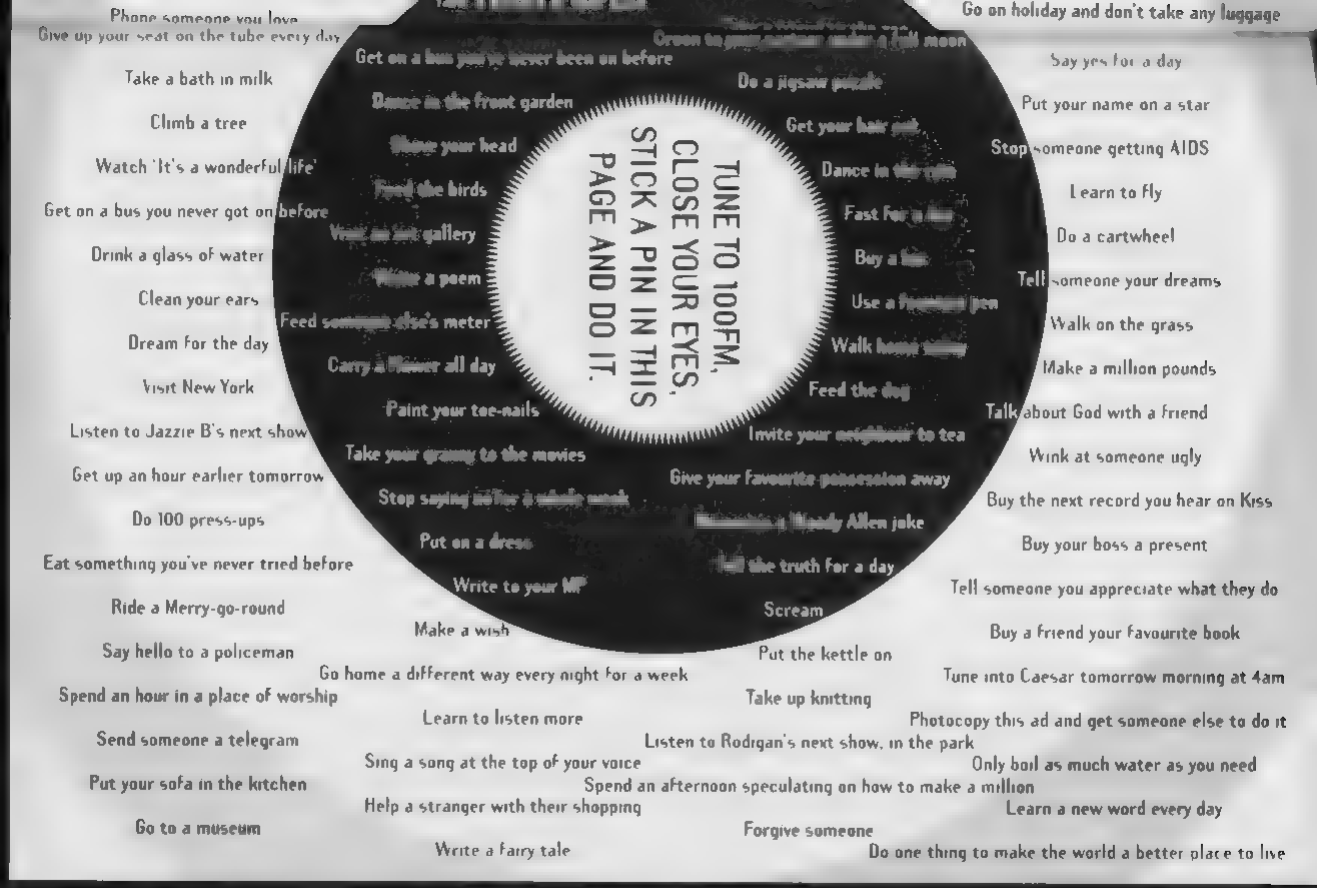
Plus, it looks cool too. With this kind of control, you'll always land

on your feet. Which is more than we can say about life. The asciiPad MD. There's nothing fair about it.

IT'S HOW TO WIN.

100% ALIVE


Pick up someone else s litter
Send your mum some flowers
Strip right down to your underwear
Go for a run around the block
Tune your radio to Kiss and pull the knob off
Believe in yourself
Eat a pineapple
Write the alphabet backwards
Meet an old friend you havent seen for years
Make a record
Dance the dance electric
Plant a tree
Learn a second language
Go and see Ryan Giggs
Get your nipple pierced
Ring 071 700 3100 and tell London something it needs to know
Play Football in the street
Give £100 to a down and out
Make a statement
Order an empty skip and leave it outside your house for a week
Learn something new every day
Throw away your watch
Laugh
Take a picture of your back
Go for a day without speaking
Every day at the same time stop and think about something wonderful
Say a prayer every night
Have a day without TV
Read a page from a book by Charles Dickens
Hug someone of the same sex
Put your change into a bottle for a year and give it to charity
Visit Great Ormond Street Hospital
Go to the market and spend 10p
Help someone today
Wear a wig
Make everyone at work a cup of tea
Write to Mother Teresa
Turn your radio up full blast
Teach a child to read
Buy a book on Jeff Koons
Stare at the clouds for a full ten minutes
Buy Marvin Gaye's 'What's going on'
Tell someone a secret
Begin something you've always wanted to begin
Talk to a child about the future
Think purple
Wallpaper the inside of your car
Go on holiday and don t take any luggage



Phone someone you love

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy tale

Dream by a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a kiss

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Tell a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodrigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Go on holiday and don't take any luggage

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

1 PLAYERS

£39.99

COMMUNICATIONS

NOVEMBER

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
DIFFICULTY: 1
GAME DIFFICULTY: EASY

PASSWORD

A completely original game through with elements of Lucasfilm graphic adventures.

Control varies depending on which part of the game you are in. Some bits are platformy, some RPG-ish, some purely white others are arcadey. Great eh?

- Special. Only used for certain puzzles.
- Toggle between commands.
- Select commands and objects.
- Pause

HOW TO PLAY

Use the pointer to select commands in the puzzle bits and use the joypad as normal in the platform sections.

Cosmic Spacehead

Have a nice holiday this year did you? Cosmic Spacehead certainly did. Mr Spacehead thought it would be quite a nice idea to have a change from the usual country retreat and spend the beaching of his holiday planet on something a bit sort of galactic about. So he just got in his little flying saucer and followed his nose. And to his surprise it lead him to our own humble planet, Earth, which was much spoken of in Linoleum legend, but was still thought to be a subject of myth.

Of course, Cosmic was quite literally over the moon to find that he'd discovered the legendary planet Earth, but was also so gobsmacked that he completely forgot to take any proof of its existence back to his fellow Linoleums. No Mickey Mouse hats with the plastic ears. No furry Spanish donkeys. No Dewberry toffee.

So to claim his fame (and possibly some money as well) Cosmic has decided to go back to Earth, pick up some souvenirs and return, hopefully to crowds of cheering Linoleums and adoring lady Linoleums. The problem is, he has no money left after his holiday and no obvious means of transport as it looks like he's rooted to the spot unless you help him out.

You've got to get Cosmic to the Linoleum space-bus stop, preferably with a valid ticket, then get him to his half-way point on the asteroid world of Detrorrico, and from there to a refuelling stop at a space station, then onward... to Earth!

Yeah Yeah Whatever Here... In Linoleum!

Conditions like yours require kitchen floor coverings by being a [illegible] plotely [illegible] place. [illegible] going a bit over the top considering it's full of monsters and unhelpful Post Office [illegible], but if you're stuck somewhere you've got to lump it haven't you? Cosmic starts off in Old Lino Town and has to find himself a passport to get him across the border to Formica City. Of course, passports don't just grow on trees, but luckily he starts the game in possession of his birth certificate (now that IS lucky!) and all he has to do is find some cash (one Linodollar is lying [illegible] the first screen and that's not bad for a start) to get [illegible] to be taken in a Photo-U-Like booth. That's all [illegible] to solve, but more complex ones include getting [illegible] using the malfunction-prone Teletransporter system, acquisition of a missile targeting device, and a driving licence from someone called Shady Lionell. If you solve all these you should find yourself with a bus ticket to Detrolica, so all you have to do then is get yourself to the bus depot on the far side of Linoville.

◀ Cosmic [illegible] a pee. You do!

▼ Yeah, thanks for the great surprise appearance, Mr. Thumbs aloi.

COSMIC SPACEHEAD

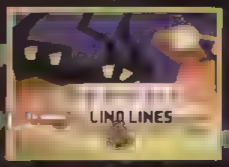
THE ARCADE BITS

The arcade bits come in when Cosmic leaves one location for another. Yes [illegible] Action-A-Go-Go as soon as he trips into [illegible] door, and [illegible] the point-and-[illegible] system is abandoned for normal platform game-style controls. Our Spaceheaded hero has to get from one side of a scrolling screen to the other, dodging wandering beasties which [illegible] around their predetermined paths threatening to nobble him. As an added incentive, odd platforms have a piece of Cosmic Candy on them, and if Cosmic can collect ten of these he's awarded an extra life.

▲ Regardez le precious baller de control beating, Cosmic.

FUN FOR ALL THE FAMILY

Cosmic Spacehead is a cunning blend and roast of richer, smoother adventuring with finest quality Arabica arcade gameplay. Well, sort of. [illegible] but is loosely based on those rather nice Lucasfilm adventures which are on the Amigo and PC. Cosmic finds himself in a location which is pictured in the top half of the screen, and you get to guide him around it using a joypad-driven pointer. He can also interact with objects in the location to solve puzzles. A point to them then select a command to use with them from the list of five on the menu: Pick Up, Use, Look, Talk and Give. If he picks up objects they're listed in the [illegible] of the screen in a scrolling list. It's all very simple.



What a shame Cosmic Spacehead has plenty of intriguing puzzling action, it's very original and the graphics are on the whole quite smart. However, some of the puzzles are just totally illogical. Faced with a massive beast that blocks your path, the solution is to give it a helium baloon! You what? However, the biggest shame with this game is that all it takes is around one day's play — around seven to eight hours at the most to see the game through — that's five quid an hour! For that reason alone, we just can't recommend that you buy this

COMMENTARY

PAUL

I started off hating this game; the limited and some- [illegible] fiddly command system, the annoying way I kept losing it on the platform bits so that I couldn't get to the adventure bits, the intrusive music. But then I got used to it, and even though the puzzles were completely ludicrous (giving a helium balloon to a gigantic monster to make it float away – I ask you!) I started enjoying myself. In fact things got better the further I got into it. The quality of the graphics and the music improved, the puzzles became a bit more logical and the platform bits became a bit more manageable. In fact just when I was enjoying it the most... I found I had completed it! I don't know how long Codemasters expected the three levels to last, but I completed all of them in about seven hours of constant play. And it's only when I'd finished did I realise how little was in this game. The first planet lasts a while, even though there are only 15 places to explore. The second is a piece of cake, and the third, well it requires a little bit of thinking but it's hardly taxing. I can't knock the presentation of Cosmic Spacehead, but I certainly didn't get £40's worth of gameplay out of it and unless you're a very inexperienced player, I don't think you will either.

HAVING A LOVELY TIME IN DETROITICA

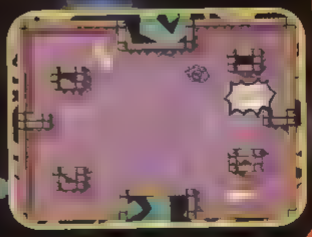
Detroitica, home of sun, sand and spaceship manufacture. As Cosmic lands he discovers that the automation system which runs the gigantic star- [illegible] gone haywire and the robot [illegible] have revolted against [illegible]n masters! Seeing [illegible]mended here, Cosmic [illegible] helps out, and [illegible] using all the [illegible]omatic laser welders his only problem is how to put out the [illegible] the belly of the vast generator which powers the whole plant. Once you've done that you can free the imprisoned workers, borrow a shuttlebuggy and warp to Earth. Or can [illegible]

ARCADE EXTRA

[illegible]u've got your driving licence on Limpleum you can enter the bumper car races to win your ticket to Detroitica. Once inside the bumpers the screen changes to show a race track and, in your little orange vehicle you have to bump your way through three laps before the timer runs. It's not difficult, but the cars don't corner too well (they have anti-gravity drives [illegible] everything's frictionless) and the other drivers are clearly [illegible] limit judging by the way they ramble all over the [illegible] serenely at random.

ARCADE EXTRA: THE REVENGE

The [illegible] main arcade event doesn't actually have anything to do with the game and appears as an option on the title screen. The Two-player Pie Splat (as it's called) is actually a reenactment of that Atari classic, Tank Pong, except the tanks have been replaced by two dinosaurs which you and a pal get to drive around a maze, shooting each other. [illegible] four [illegible] you to [illegible] but the reason for Pie Splat's inclusion is still a mystery.



PRESENTATION 89

[illegible] between level screens, a cleverly designed password system and even a bonus two-player game.
▼ Command system is fiddly.

GRAPHICS 88

▲ Nice recreation of 50s and 60s style SF comedy cartoons which get more impressive as the game continues.

SOUND 51

▲ A different tune for almost every stage. Sometimes they're great and...
▼ Sometimes they're annoyingly intrusive.

PLAYABILITY 80

▲ The intriguing blend of arcade and adventure keeps your interest though.
▼ A bit fiddly to get started and some of the puzzles seem a bit stupid.

LASTABILITY 50

▼ Oh-so easy too complete and not very satisfying when you do.

OVERALL 58

We could overlook Cosmic Spacehead's minor gameplay faults, if it hadn't been such an easy game to complete.

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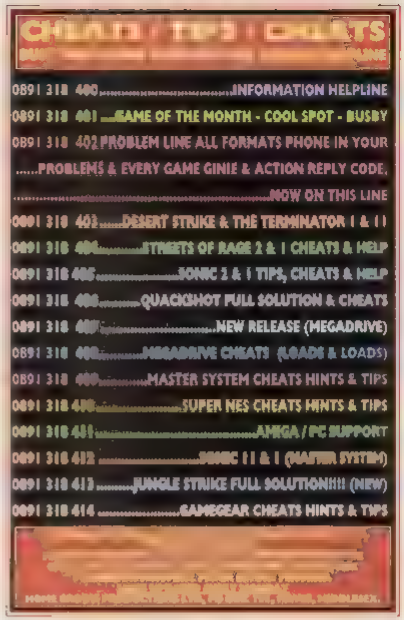
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1-4 PLAYERS

TBA

TBA

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

FOUR WHEEL FUN

A conversion of the Megadrive title, in turn converted from a top-selling PC title. Humph.

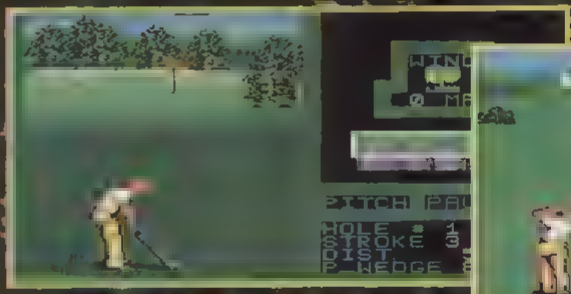
Up and down changes the club — the buttons enable you to take your shot.

Choose a club and smack the ball towards the hole on the green. Easy.

If you haven't played PGA Tour Golf before, you're in for a big surprise as it is universally recognised as the greatest golfing simulation ever devised for the home computers. On the Megadrive, it has even spawned a sequel — PGA Tour Golf II, and it's even more incredible.

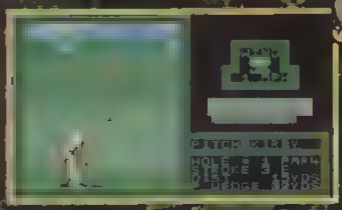
Now, the golfing magic of the PGA has arrived on the Master System in the guise of this cart version from the guys and gals at Tengen. Does it succeed in bringing the 16-bit magic of the best golf game ever to the 8-bit console? Or it is a sad shambling example of forlorn lampooning? This review intends to let you, the discerning Master System-owning MEAN MACHINES reader, know for sure.

PGA TOUR



PUTT AND PUTTER

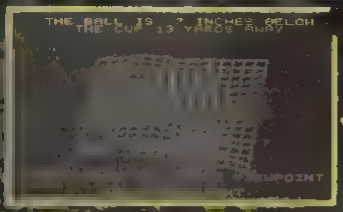
If you're rather sad at putting, an option exists to improve your skills by visiting the putting green. The console puts the ball randomly on the green and unsurprisingly if your job to putt the little blighter. When you've successfully putted the ball in one "stroke" be off with you to the next tournament.



PAUL

COMMENT

Master System PGA plays every bit as good as any other version I have played and is, in fact, better than the Super NES version! Though the update of the screen is slow this isn't much of a problem as Golf is more a thinking person's game anyway. Every feature that has made the PGA series is present, if not slightly 'modified' to suit the capabilities of the machine. Therefore it is simple enough to conclude that this is the best simulation of golf available for Sega's 8-bit system.

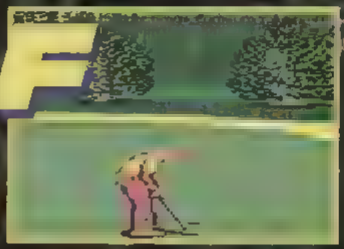


COMMENT

RICH

This is a very good version of the Megadrive game, capturing the control method of the original perfectly with just about all the features and courses There are a couple of problems with the game though. Firstly, the screen update is extremely slow — it takes a good couple of seconds for the screen to form fully The actual game window is very small as well, with loads of space wasted. However, there's no doubting that at least some of the PGA magic has made its way over to the Master System, making it a good buy for golf fans.

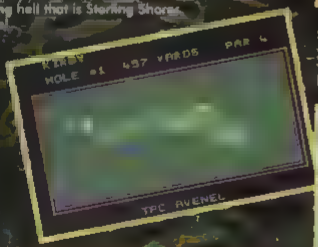
R GOLF



▲ Sunkist, golfer style!

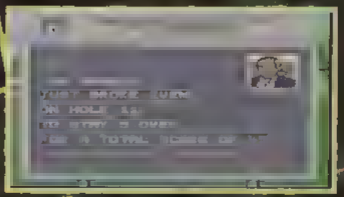
HORSES FOR COURSES

Four taxing, 18 hole courses are on offer in PGA Tour Golf — each based on real life events. Test your golfing skills on TPC Avenel, PGA West Stadium, TPC Sawgrass and Made up especially for the game) Sterling Shores. The courses range in difficulty from the relatively simple TPC Avenel course to the golfing hell that is Sterling Shores.



DRIVING FORCE

So, you're a hit out on the driving front eh? Well, you can practise those gargantuan shots on the driving range. Smack those balls are hard as is humanly possible and see how far they go. Huzzah!



IN THE CLUB

On the course, you have a choice of clubs to use from woods to irons to putting wedges and patchitas. Each club has its own qualities, the most obvious being that they hit for different ranges. The Master System chooses the most suitable for the range [illegible] although sometimes a manual choice yields better results.

PRESENTATION 86

▲ Just about all the options you could possibly want.
▼ Some of the presentation screens and rumbling are very scrappy.

GRAPHICS 78

▲ The overall look is functional and the animation is okay.
▼ The "action" window is too small, unfortunately.

SOUND 88

▲ [illegible] some bits of the [illegible] and some of the effects are good...
▼ Whilst others (the ball being holed for instance) are crap.

PLAYABILITY 88

▲ Easy to get into and utterly addictive, you'll spend hours playing this one, especially with more than one player participating.

LASTABILITY 88

▲ Four courses to master, which should take some time. The multi-player option is a real lastability stimmer.

OVERALL 88

Although it's not graphically awesome, PGA Tour Golf on the Master System is an admirable conversion of the incredible Megadrive game.

SPIDERMAN X-MEN

ARCADE'S REVENGE

eb slinging around the sprawling metropolis that's New York's the amazing Spider-Man freelance photographer Peter Parker in his secret [illegible]

Severed members of the MEAN MACHINES crew are [illegible] the characters appearing in video games — or arrive on screen with extra qualities they don't have in the comics. We reckon that games programmers should adhere a bit more closely to the original characters in that half the point of licensing? This game is the worst offender yet with two X-Men in the wrong costumes (Cyclops Wolverine). ALL of their powers [illegible] Man can't ten tons and punch his way through walls but not in this game! Wolverine's healing factor is gone and Cyclops' eyebeams are hundreds of times more powerful than in this game. Gambit's [illegible] shaikle [illegible] of his comic persona. Come on

trolled by the evil twisted genius known only as Arcade (cue screams and frightened gasps)

"Oversized heavens sort-up sipper bert [illegible] hock. No Britons were involved.

PRICE TBA

BY FLYING EDGE

RELEASE NOVEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUE: [illegible]
SKILL LEVELS: ONE
[illegible]
GAME DIFFICULTY: TOUGH

TWO LEVELS COMPLETE

Derivative platformer based on two of the top-selling comic books

I always get to do this bit and boy do I hate doing it. Nevertheless you test your gaming skills and discover how to control for yourself and I start a campaign to end this monotonous section!

- Punch
- Jump, jump!
- Special power
- Starts and pauses the game

HOW TO PLAY

Guide the X-Men and Spidey across platform environs beating up enemies and defeating bosses.

DRAMATIS PERSONAE

There have been over 20 X-Men to-ing and fro-ing in and out of the comics since the first issue way back in 1963. Here's a selection of the ones who've made their way into this conversion. Including those who've appeared in the Amazing Spider-Man. In the game, you control one character at a time and switch between them as you progress. Each character has their own unique weapon and special attack. Experiment to find out which character is most suited to your style of play. Remember, you must get all the X-Men through the game to complete it. Only the strongest will make it to the end. Choose wisely and you'll be rewarded with the best ending. Choose badly and you'll get the worst ending. Choose the wrong character at the wrong time and you'll get no ending at all. Choose the right character at the right time and you'll get the best ending. Choose the wrong character at the right time and you'll get the worst ending. Choose the right character at the wrong time and you'll get no ending at all. Choose the wrong character at the wrong time and you'll get the worst ending. Choose the right character at the right time and you'll get the best ending

GAMBIT

Gambit's superhuman abilities involve kinetic energy — the power of movement. He can put so much power into an object that it explodes! His cross playing cards as ammunition. It's a pain against him in Gambit's levels of the game — in the first section of the game, he's pursued by a massive spiked ball!

COMICS TRIVIA:
Picture the scene: Gambit has a spike impaled in his leg. His hands are chained above his head and pathetic. How does he escape? By pulling the spike out with his teeth, dropping it down, catching it with his feet and then using the spike to pick the padlock open with his feet. See the X-Men section in 'Extinction Agenda if you don't believe us!

SPECIAL GUEST VILLAINS

Spider-Man/X-Men: Arcade's Revenge is packed with robot replicas of some of the most evil characters in comicdom! The unstoppable Juggernaut makes an appearance in Wolverine's level, whilst Spider-Man has to contend with countless Spider-Slayer robots, The Sentinel, Mojo, and the evil killer Carnage! The robotic X-Men killers, too!

CONTENT

PAUL

It doesn't require an X-Men expert to realise that Spider-Man and his [illegible] are short in this game. A license such as this is a potential explosion of exciting action enacted by five of the most dynamic superheroes in the history of Marvel comics. In reality the game places distressing limitations on the central characters. Spider-Man is unable to sling a web unless his feet are placed firmly on the ground and Wolverine, quite [illegible] traversing a few simple platforms a chore. Storm is neither versatile nor as lithe as her chosen persona implies. Unlike Sega's Spider-Man vs the Kingpin and X-Men titles, where the superheroes wield their powers to great effect, this uncanny bunch are shadows of their mighty selves here. Nevertheless Acclaim give Spider-Man and the X-Men a varied and tough challenge requiring much skill on the player's part. With the exception of the tiresome first stage many interesting variations of the platform theme await. Though the game's most striking feature is undoubtedly its soundtrack it is a fun game to play and commands respect as a decent title despite the somewhat handicapped heroes.

THE CODERS

This game is written by celebrated programmers Software Creations. They have seamless titles to their credit, including the home computer versions of the Capcom coin-op, Bionic Commandos. Their console games are few and far-between. They programmed Solstice on the NES (isometric 3D arcade adventure) and the sequel, Equinox on the Super NES. Spider-Man/X-Men also appeared on the Super NES a year ago. As far as we know, this is their first Megadrive title. All of their games ever have been endowed with phenomenal music, created by Tim Follin. This game is no exception.

Wolverine is caught short whilst partaking in a game of musical statues.

PRESENTATION

50

▲ You can skip the boring intro level once you've completed it.
▼ You can't skip the utterly tedious intro screens, the presentation screens are crap and there's a lack of options.

GRAPHICS

79

[illegible] and loads of variety in the backdrops.
▼ Some of the backgrounds look rather ill-suited to say the least.

SOUND

80

[illegible]
▼ The [illegible] routines's actual "instruments" are rather sad.

PLAYABILITY

80

▲ Easy to get into and great fun to play...
▼ But it could've been so much better if the programmers had stuck to the abilities of the actual characters.

LASTABILITY

78

▲ The game's very difficult and there are 16 levels to complete.
▼ The game is so original in format that experienced players will grow tired of this example of a stale genre.

OVERALL

78

This is a pretty decent platform game, but it's a conversion of a year-old Super NES game and there are better examples of this genre available. It's not a great licensed conversion and certainly not worth the asking price.

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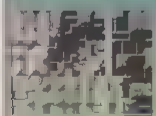
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1-2 PLAYERS

PRICE: TBA

BY: CODEMASTERS

RELEASE: NOVEMBER

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: ABSOLUTELY GREAT

1ST DAY SCORE

LEVEL II

ORIGIN

Conversion of the already classic NES title also available on Megadrive.

HOW [illegible] CONTROL

Easy, just use the D-Pad to steer and the buttons to accelerate and brake.

Brake

HOW [illegible] PLAY

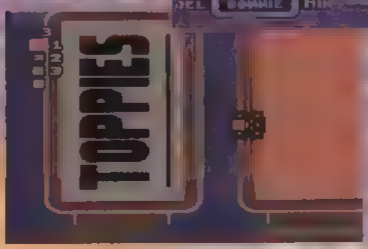
Steer your car around the multitude of tracks in a number of hooky vehicles, racing against three other opponents. Come first or second to qualify — or perish ignobly!

Jamiroquai [illegible] posing paragon of pop. You know the one who can grow his own Afro so he wears that big wiggy hat instead. However, that same hat hides a dark and terrible secret. Concealed inside the fluffy headgear is a small demon named Steely One-Darr, who controls Jamir and forces him to do evil deeds (like release his godawful records for a start). Poor old Jammo is powerless to take the hat off, and is thus led astray into an orgy of chicken worship and wallaby sacrifice (er, allegedly). Only one team can save him... The Micro Machiners.

These shrunken racers each control their own mini-vehicles, and have pledged to free Jamser from the vile influence of One-Dar. Their plan is to sneak under the brim of the enchanted cap, an easy task given their reduced size, and, er, drive all over the malignant troglodyte until he submits. Or something like that anyway. Look, they haven't really got past the planning stage yet, alright? The're busy racing their little hearts out in the phenomenal Game Gear conversion of their popular hit game (© Teaguous Links Inc 1993).

THE ORIGINAL
Micro Machines
SCALE MINIATURES

You can stick yer Shreddies, I've had FOUR Shredded Wheat this morning.



[illegible] THE WIDTH

There are two simultaneous two player modes. The first is the standard Gear to Gear link up for you and pal to play in comfort and hygiene. The second is a revolutionary two-players on-one-mach ne mechanism. In this mode, both players' cars accelerate constantly, leaving no need for those messy buttons. One player uses the D-Button to steer his car left and right, and the other uses the I and II buttons. This means you can still enjoy double up entertainment [illegible] predicament of living [illegible] Game Gear town.

[illegible] COMES [illegible] HEAD-TO- [illegible] MODE [illegible]

There are a multitude of play modes available. There's the standard one-player Tournament, where the player races his way through an array of opponents in the quest for the Micro Machines crown. There's also the two-player head-to-head option. The object of this game is to completely fill the points bar displayed in the corner of the screen. This bar is composed of eight circles, four blue and four red. Every time a player reaches the forward edge of the screen they score a point and colour a circle. Get the lot and it's victory. This option also has a one-player incarnation, with just you and a computer driver battling it out.

THEY'RE MICROEY, THEY'RE MACHINEY

The true stars of Micro Machines are, of course the Micro Machines themselves. These beasts come in many shapes and sizes.

TURBO
These send-hoppers are sprightly buggies. With a high top speed, can a little tricky, and the weight means they bounce around a great deal if they

Bathtime racing is the order of the day here. Steer clear of the plughole which swallows your boat and the soap suds which slow you down and bounce you around.

A good start to the day. These slower wreakiest table racers are always live other organs, sticky marmalade spots and obstructing waffles to worry about...

Fitted with front-bumper detonators crashing into another Warrior generally leads to these trucks blowing up! Also watch out for their sticky cornering and the glue spots and oil slicks around the track.

FAST
Miami Vice-style "power slide" for maximum advantage and pace power.

POWER
The ultimate challenge, the F1 cars are very, very fast and very manoeuvrable but the courses they're set on are the trickiest out! Get the only possible road to victory, which only makes things harder.

COMMENT

RAD

Micro Machines is quite possibly my fave game in the whole world, and I was gobsmacked when I played the Game Gear version, which I think is slightly better than the brill Megadrive cart. The sprites are far more detailed, although some of the background detail has been cut to speed things up. Other than that, every course has been perfectly replicated, along with all the music, and it's been made harder. My main complaint with the Megadrive version is that it's too easy in one-player mode, but the Game Gear version is rock. The two-player-one-machine mode is a great idea, and whilst it doesn't completely work, it's good enough,. But it's with a link-up that Micro Machines really comes into its element. Certainly the best Game Gear title available.

COMMENT

Hurrah and huzzah for Codies. It's games like this which will keep the Game Gear alive and kicking for ages.

LA LUCE

You really have to admire them for having the courage to try out something like the two-players-one-Gear mode which, although not utterly brilliant is still good fun and a totally unique new feature. The game itself is fast, fun, utterly playable, really great to look at and listen to, all the tracks are brilliantly recreated and apart from a smidgen of sprite flicker, has everything you could ever want from a Game Gear racing game — top stuff. Go and buy. Now!

PRESENTATION 92

▲ Loads of intermission sequences and the like.
▼ Although it's the same one every time.

GRAPHICS 87

▲ Some of the sprites are amazingly detailed, and everything is pin sharp, with little blur.
▼ There's a little bit of sprite flicker.

SOUND 79

▲ Megadrive tunes and effects are here.
▼ Although they weren't particularly great in the first place.

PLAYABILITY 97

▲ It's GREAT! It is! It !!!!!!!!!! The most playable and consistently addictive game ever to hit the Game Gear.

LASTABILITY 94

▲ Loads of courses, and it's actually quite hard, plus the new head-to-head CPU option prolongs single-player life.

OVERALL 94

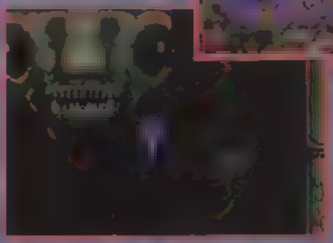
Probably the most playable game around at the moment. Essential beyond a doubt for Game Gear owners.

1-4 PLAYERS	PRICE: £TBA
	BY: SEGA
	RELEASE: OCTOBER

More cunning than an hour in Mothercare's tank, more intoxicating than Fruits of the Forest, less sticky than a sunken Spanish Galleon – no wonder Ecco was such a great Megadrive success. This conversion follows almost a year to the original and presents the game in much the same way. Some levels are missing, and some puzzles have been changed, but the handheld version of our favourite dolphin chum is a chip off the 16 bit block.

GAME GRAPHICS

The many levels of Ecco (there are 17) start as you'd expect in watery caves and quiet inlets. They soon progress as the story unfolds to the frozen world of icebergs and interlocking rectangles, filled with dinosaurs and ancient Atlantean ruins and the alien Vortex ways!



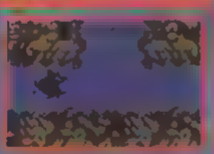
COMMENT

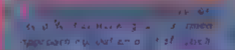
Sure Game Gear looks stunning because the graphics so closely match those of the Megadrive. The programmers have done a great job with the look of the game. It also features the same original blend of puzzle action and exploration. However, the 17 levels on this cart are even harder than the Megadrive's, while the control is slightly less reliable. The result is a frequently frustrating game. This is a great Game Gear achievement, but the excessive difficulty will spoil it for some.

ECCO

GRAPHICS

Ecco has some dramatic moments – like swimming through shark-infested waters conversing with a globular hall, travelling through time on an amazing sequence, and fighting a huge beetle boss. The rest of the levels feature puzzle-based action, like moving starfish to eat walls.





PRESENTATION 91

A password option, and the presentation matches that of the Megadrive.

GRAPHICS 93

Fantastic! Although it's sometimes hard to make out enemy sprites.

SOUND 94

The dolphin song's great but the music doesn't catch the spirit of the MD Ecco.

PLAYABILITY 89

Ecco has gameplay of a depth and complexity that is rare on the Game Gear.

LASTABILITY 85

Seventeen levels are going to take a lot of battery changes to see through.

OVERALL 90%

Ecco has come up trumps on every format. An outstanding title within the Game Gear library.

COMMENT

LUCY

Small but perfectly formed is what immediately sprang to my mind when I saw this Game Gear conversion of Ecco. As with all the other versions, this is graphically superb and super smooth-tee. I must admit, I found even the Megadrive version utterly frustrating at times and you certainly don't get off scot-free with this – it's rock! All in all a great, if frustrating, [illegible] Game Gear library.

GAME PLAY

Ecco has the dolphin's characteristic of using sound for navigation and communication. To locate your position in a level, hire a sonar beam and find it. The beam returns with a map of the level, [illegible] assume [illegible] other creatures, the sonar is [illegible] display screen also reveals messages.

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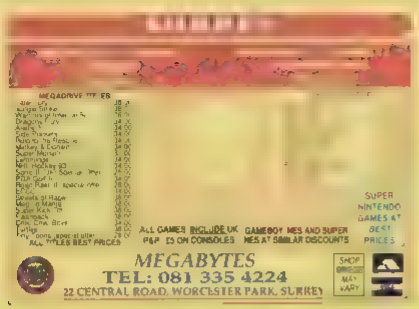
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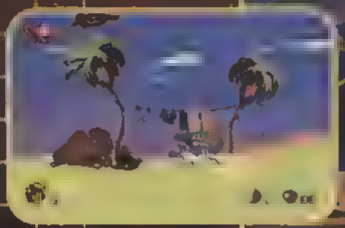
Aladdin

November 1993 sees the arrival of Disney's new feature-film, Aladdin, to England. The production already rumoured as the studio's best yet - which is no mean feat considering Disney's outstanding track record. Their most recent cinematic genius — The Little Mermaid along with Beauty and the Beast — are superb indications of the quality we can expect from Aladdin upon its release. Videogame interpretations of these titles are either already available or in the pipeline, yet this isn't a particularly new trend. Sega have been producing games based upon the adventures of Mickey Mouse and Donald Duck for some time, albeit to mixed reviews. Aladdin, however, is being developed for the Megadrive by Virgin and is looking spectacular.



PROJECT	ALADDIN
PUBLISHER	VIRGIN
INITIATED	MARCH
RELEASE	NOVEMBER 1993
PROJECT FORMAT	MEGADRIVE

THE PLAYERS

As is only expected the central character of the film is also the star of the game. One player guides Aladdin through a platform adventure as he endeavours to win the hand of the Sultan's Princess Jasmine in marriage. All the while the scheming Sultan's evil vizier — Jafar — is dispatching his [illegible]

▲ Only the best will double-up for my supper!

would be suitor. (Aladdin's marriage to Jasmine would threaten the control that Jafar has over

Agrabah). Of course there are other, less conventional dangers awaiting Aladdin as he journey

of discovery. Here's a brief preview of the kind of actio

▲ You criminal scum! I kill you

▲ Ring! It's Jimmy.

▲ Don't worry kid, you can let go of him!

GAMES GENIE-US

An incredible total of 45 people are involved in the production of the Aladdin game, one of which is programmer Dave Perry. Fresh from the Jungle Book project, this one is doubtless to earn him even more esteem. He deserves it too. Other than Mowgli in Jungle Book the transition of a game has never been so successful. Within the confines of the platform environment the Aladdin sprite still embodies the spirit of its celluloid brother and portrays the wit and charm of this Arabian hero to near perfection. Such freedom of movement is also afforded the enemy characters too, lending every scene in the game a vibrancy and fluidity that shames the rigid appearance of many other platformers.

▲ Nibbling!

▲ Chase!

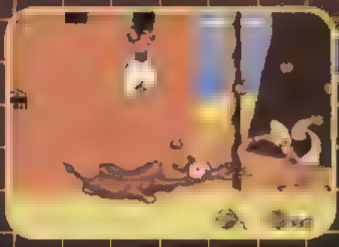
▲ Bashing!

AGRABAH

Aladdin's home turf. Our hero has learned that the key to survival is to become some kind of street thief, so takes to retrieving coins as he bounds through Agrabah Market. Flag poles are used to [illegible] and [illegible] as they run on. Palace guards help centrally over hot coals in the streets below. Aladdin visits Agrabah a second time.

Most magical ropes are his best ally.

▲ All artwork © The Walt Disney Company.



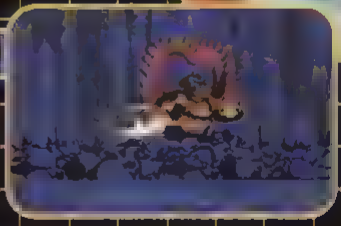
THE DESERT

The main source of amusement here is the camels. Though Aladdin met them in the market place they creep up more frequently amongst the dunes where their spitting antics are used to distract the palace guards from doing their job.

▲ I'm a one-handed wonder!

CAVE OF WONDERS

Bats flit about Aladdin's ears as he clambers from the cavern roof and pools of water are deathly cold. Aladdin's only concern is to escape from the cave of wonders, although [illegible] hanging around for a while just to admire the scenery.

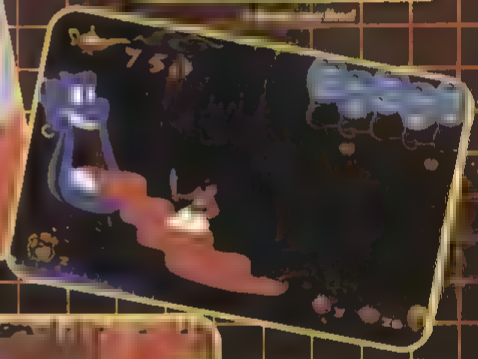


▲ Give me the jewel! I will have the jewel!

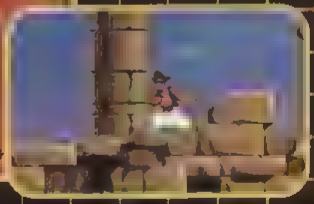
THE FLYING MONKEY!

Abu is Aladdin's pet monkey, and is the lad's partner in crime. Occasionally a bonus level presents itself where Abu attempts to retrieve as much treasure for his master as possible within a given time-limit. Pots containing various paraphernalia drop from the sky onto Abu's slight form, whereupon he [illegible]

THE SULTAN'S DUNGEON



MAGIC CARPET RIDE



There are two occasions where this most extraordinary of floor coverings rushes to Aladdin's aid. Both are a test of Aladdin's nerve and the player's reflexes. [illegible] Wonders the pair proceed to soar at speed from the cave and are later reunited for a hair-raising sprint through the Sultan's palace!

▼ *Lifted to the heights by a trusty snake.*

A THOUSAND AND ONE WAITS

Though it isn't our position to make a comment on this at this moment it is safe to say that the end result isn't likely to disappoint. Many of us here at MEAN MACHINES have played the game and are [illegible] you can find out exactly how well Aladdin fares... and that's just one [illegible]

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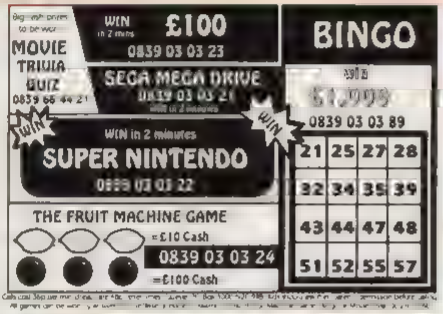

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The news from the European Ministry of Automotive Pleasure is good. An exciting, dramatic and visually splendid new motoring magazine has hit the streets. It's called Max Power, and if you're into modifying your car for extra performance and style, it'll tell you all you need to know. What to do, what to buy and where to buy it. It's fun, it's bullshit and jargon-free and it's out now, so get to your nearest magazine dispensary fast and unleash the beast in your car.

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MAX POWER

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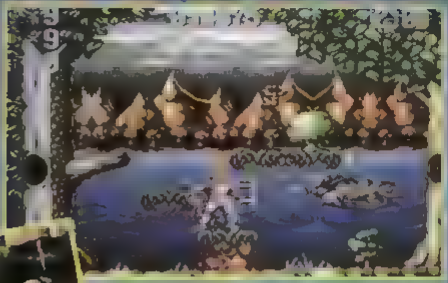
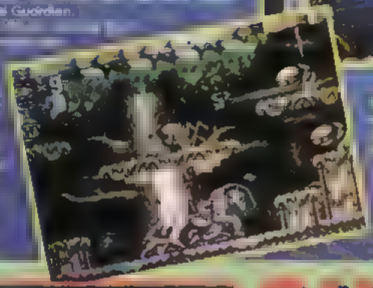
JIM POWER

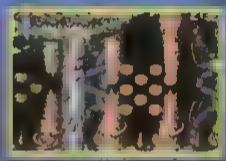
equally okay without spare.

Roadster and the sleisterly nomads Guardian.

Jump and fire at will. There are bonus items galore to collect on the awesomely original trip to save the world. The game is really colourful with lots of massive colourful sprites. Neat idea that 3D business but you'll have to tune into a future issue to see if it really works.







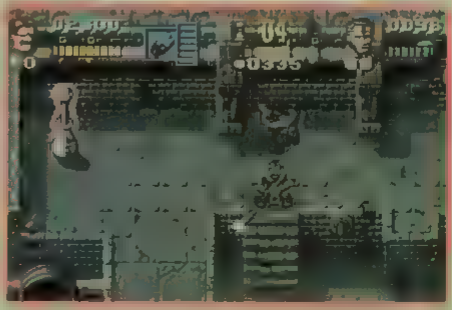
CHAOS EN

Chaos Engine first hit the Commodore Amiga earlier this year and although judgment was reserved at first — the game appeared to share too much in common with Gauntlet — this new Bitmap Brothers title soon proved its worth and became a classic. Now this manic tale of a 19th Century computer gone berserk is being prepared for the Megadrive!

The Bitmap Brothers are the team who programmed Speedball II and there are elements of that superb game built into the Chaos Engine alongside a hint of Smash TV and a tip of the hard-hat in the direction of Mercs.

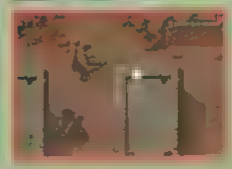
In the US, the game is titled Soldiers of Fortune which is fitting as the story tells of six war-hardened mercenaries who rage against the disastrous invention of a Baron Fortesque. Said invention is the Chaos Engine — a primitive form of biological computer with the power to alter time and space.

What concerns the six heroes of the tale is that the Engine is mutating all life on the planet into hideous beasts. One or two players assist the mercenaries in their cause but exactly when they are likely to get the chance is unsure. Renegade — the development team — are speculating towards a January release. Let's hope it's much sooner!



NGINE

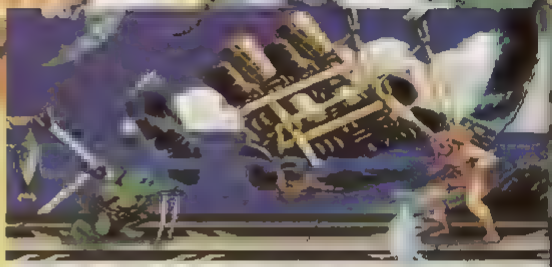
‹ How would sir like the huge, enormous, ass-kicking type gun or this modest little nuclear bomb?



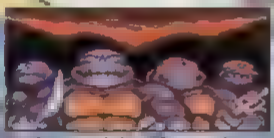
› Look, this geezer is hard all right? He !!!!!!!s!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

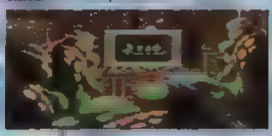
Ooh, this one looks interesting doesn't it.



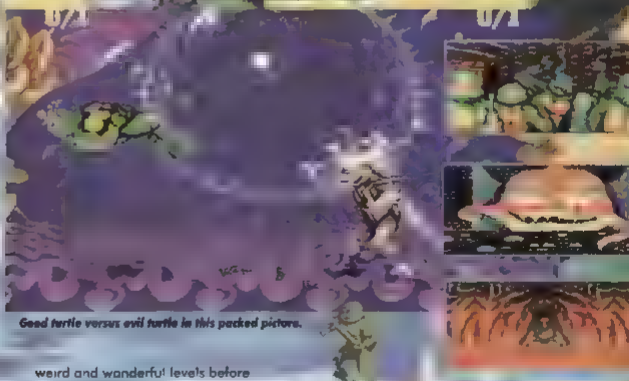
Leonardo practises his ninja techniques



"What are you looking at? Come on then, scumbag! We'll take you all on."



Hmmmm. Meditating.



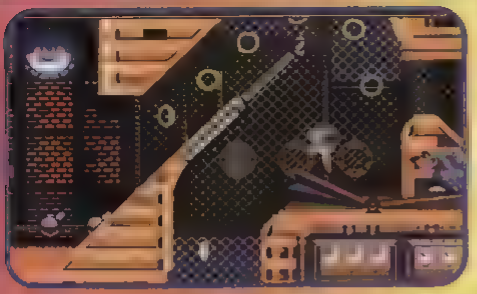
Good turtle versus evil turtle in this packed picture.

You'd think four adolescent turtles bleating "Cowabunga" and "Awesome Dude" would be quite enough for any game but never able to get enough, Konami in this new Megadrive beat 'em up, have doubled our heroes Michelangelo, Leonardo, Raphael, Donatello by having them cloned by an arch-villain intent on stuffing the world and the universe as we know it.

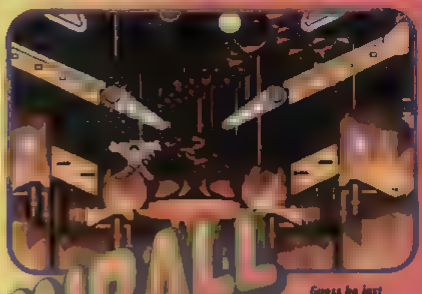
And the aforementioned mega-baddie, not content with recreating the superheroes, has also copied all their friends — Sisyphus, April, Casey and Ray — and nabbed Mr Goody-Two-Shoes Splinter just as he was getting to the good [illegible]

It's up to our intrepid [illegible] of the deep to boost up their killing meters and batter the pretenders into submission through some weird and wonderful levels before reaching Dimension X and rescuing the boss.

Alone or with a mate, the player as one of the turtles or their friends gets into some serious fighting action with a huge array of moves to choose from. The fighting action certainly looks pretty frenetic and the back grounds, in typical Konami style, are gorgeous. We'll bring you the full low down next month.



Watch out bellow! Sonic uses wind to get his ring.



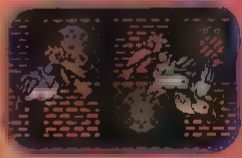
Guess he just flipped out.

SONIC SPINBALL

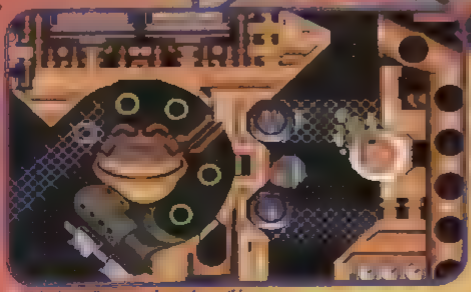
he amount of dosh Sonic the Hedgehog makes for Sega is enough to make anybody's head spin, and spin that blue spiky thing certainly does as the star of his own brand new Megadrive show — Sonic Spinball

In this spin-off from Sonic 2's Casino Night Zone, Sonic's arch-enemy Dr Robotnik is yet again the bad guy and has captured more of Sonic's fluffy mates and imprisoned them in the Veg-O fortress — a robot factory set within a volcanic island. The island is protected by the Pinball Defence System — a pinball environment laden with Robotnik's fiendish traps.

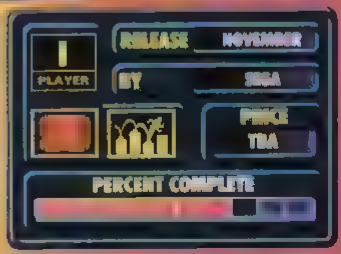
Sonic is armed with a formidable bunch of new moves as well as his old faithfuls the spin attack and power sneakers as he zooms around the island, taking on the likes Raboctopus, hedgehog-munching plants and mechanical worms. As you can see from these screenshots pinball is the name of the game and it's looking pretty neat even at this early stage. We'll bring you the whole flipper pumping low down in next month's issue of MEAN MACHINES



Two large cocks on this screen.



Lightning strikes more than twice on this screen.



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NEXT MONTH

Okay kids! It's Next Month time! That's the filler space we just luuurve to stick some complete toss into, revealing absolutely nothing at all about the real next month! And why, I hear you ask? Well, because all our snotty little rivals will try spoiler tactics (though they'd never succeed) and leave us feeling pretty narked. So I'm not going to tell you that Virgin's rather odd, all-talkin' all-flyin' Dune CD game is our exclusive property, or that the new James Pond game, Operation Starfish, will be filleted for you in a full review. And it's hardly my place to inform you that all the regular features will be in place, the crew are at their stations and no-one has been sacked at all. In fact, my heart will barely skip a beat, more's the pity. It'll be the same old drudge for us, in this garret they call an 'office'. Rad will still be wearing his green shirt, Dave will still be sticking up pictures of Irene Handl in the toilet, and Paul's quest to collect little Japanese toys and perfect his pronunciation of import game titles will continue. And the designers will probably insist on playing 'pass the disk drive': when the music stops the person who's carrying it gets to use it. Must it be this way? It's draining my life-force. This magazine must be stopped — it's ruining people's lives. Stop Mean Machines! You will not buy! You will obey me....pszzzt.....Urrrrgh!

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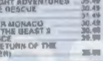

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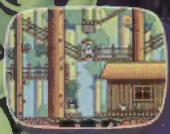

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*Titled "The Fantastic Adventures of Dizzy". Pan Italian on Spanish "in game" text.